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CRAVE

# CONTEN

appy new year! So what can you expect from Tips & TRICKS in 1999? More tips, more tricks, the best strategy quides in the business and all of the happy, funny goodies that the free world has to offer. The party starts now!

Important note: Due to circumstances beyond our control, we were not able to secure a reviewable copy of The Legend of Zelda: The Ocarina of Time in time to continue with the second installment of Tyrone's killer strategy guide in this issue. Look for Link's greatest adventure to continue in these pages next month; we apologize for the delay.

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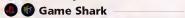
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Readers' Tips





98







Croft™

## QUOTE OF THE MONTH:

Tomb Raider III: Adventures of Lara

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The only man who never makes a mistake is the man who never does anything.

16













# Only Eidos challenges your imagination!



# Power Up!





After nearly a decade in the industry, TIPS & TRICKS Editor in Chief Chris Bleniek has achieved a level of notoriety among the video-game-playing youth of America that can only be described as Callypigian. "Chris B. got a bag o'jokes," the kids say. His favorite TV shows are Speed Racer, Pokemon and Antiques Roadshow.

Current Favorite Games: Pokemon (Blue Version), Blitz 99, Gauntlet Legends, Radikal Bikers



Before fulfilling his destiny as a video-game magazine editor, Jim Loftus dabbled in many different careers, including illustration, dothing design and even motion picture directing. Of his true calling, he has this simple description: "It sure beats stackin' paper towels at Hill's department store!"

Current Favorite Games: Densha De GO!, Rollcage, Beatmania, Actraiser



Senior Editor Tyrone Rodriguez reads books that make him smarter. He also wears shoes that make him taller, contact lenses that make his eyes greener and funny stuff that makes his hair all crispy. Underneath all of that, however, is a real live teddy bear; Tyrone's heart is made of solid gold. His favorite orck 'n' roll band is Baron Rojo.

Current Favorite Games: The House of the Dead. The House of

the Dead 2, Destrega, Yie Ar Kung Fu



Associate Editor Anatole Brown enjoys French fries, the National Football League and the twinkling sound his guitar makes when he picks its strings in the area between the nut and the tuning pegs. Anatole believes that talking to plants encourages them to grow, but some types of flowers may not respond because they're hearing-impaired. Current Favorite Games: Blitz 99, Madden NFL 99, NHL 99, Pokemon (Red Version)



Because of his stubborn refusal to admit that there have been some meaningful advances in video-game technology since 1991, Jason Wilson is sometimes referred to by his co-workers as "the Unagamer." It's not that he fears new technology—it's just that few 32- and 64-bit titles can give him the thrill that games like Chubby Cherub once did. Current Favorite Games: Beatmania, Vid Grid, Street Fighter Alpha 3, Metal Gear Solid



In a grassy field in a faraway land, under a spreading chestnut tree in the shadow of an enchanted castle, a band of wand'ring minstrels passes the time by idly singing in praise of Tips & Tipcks Art Director lone Flores. It's nothing like the shabby treatment she receives from grocery store clerks and parking attendants in the Los Angeles area. Current Favorite Games: Crash Bandicoot: Warped!, Beatmania, Jersey Devil, Bust-A-Move



Ara Shirinian has a two-legged pet named Sparky that's a descendant of the Monster From the Id seen in the classic '50s sci-fi movie Forbidden Planet. Like the Id Monster, Sparky is invisible; the only time Ara can vaguely discern its shape is when the creature tries to breach the force field that surrounds Ara's collection of PC Engine games. Current Favorite Games: Xenogears, Destrega, Brave Fencer Musashi. Metal Gear Solid



In an ancient time, a greedy young mage, using the power of the rune stones, released a great evil upon the world. This demon, Pat Reynolds, fearing the power of the rune stones, cast them to the far reaches of the four mystical realms in hope that they will never again be assembled and used against him. No one has dared try...until now! Current Favorite Games: Rockman Super Adventure, Tenchu: Stealth Assassins, Point Blank. Time Crisis



William S. Sessions was the Director of the FBI when it joined with the arcade industry to crack down on video-game piracy. You know those messages in arcade games that say, "Winners don't use drugs"? He's the guy. His name still appears in new game releases, despite the fact that he was replaced as FBI Director back in 1993. Oh, and somewhere along the line, SNK lost the space between "William" and "S.," so every Neo•Geo game has his name listed as "Williams Sessions."

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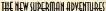
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Got an interesting question or top-secret dossier for the T&T staff? Send your tips, tricks and queries to:

TIPS & TRICKS 8484 Wilshire Blvd. Suite 900

Beverly Hills, CA 90211
We can't respond to individual letters, but if we did, you wouldn't be able to read our handwriting anyway.

### **FUTURE EDITOR**

I'm writing to tell you right now that I love TIPS & TRICKS Magazine so much that I'm going to work for you when I turn 16. (I'm 14 now). The only thing I don't know is how much money you guys make. I think it might be a lot, because your magazine is the best and to be the best you have to have the best people. But sometimes I think it might not be so much, because you get to play all those video games and some people would be willing to do that for free. So how much does a job at TIPS & TRICKS pay?

—Lenny Garwood Durham, NC

Sorry, Lenny, but our salaries must remain a closely guarded secret—otherwise, we wouldn't be able to lie about them when we hook up with the guys from the other video-game magazines at industry events. Maybe you'll find out when you send us that résumé in 2001, eh?

### **BORN TO LOSE**

I have a weird question for you: Has there ever been a video game where the object of the game was not to win, but to lose?

> —Robert Sherrill St. Paul, MN

That's kind of a tricky question, Robert. By definition, the "object" of the game is the goal you're trying to accomplish, if you achieve the goal, you win. If the goal is to lose, and you accomplish that goal, then you haven't really lost, have you?

Anyway, there are a few titles in which you had to "lose" in order to progress further into the game. Back in the day of the Atari VCS (also known as the 2600), there was a game called Krull that was based on the fantasy film of the same name. The game started out with a wedding that was interrupted by a band of invaders who were attempting to kidnap the bride. As the hero, you had to fight off the attackers until you just couldn't fight anymore. The game would not advance to the next stage until you lost the battle and allowed your bride to be kidnapped.



Also, in Mega Man X on the Super NES, the main character must lose two different battles in order to advance the game's story, in both cases, Zero will come out and rescue him. What's funny about this game is that there's a Game Genie code that gives you infinite health. If you use this code when fighting in one of the battles that you're supposed to lose, you can literally fight forever, because Zero will not appear until your energy meter gets dealeted!

### **GAMES THAT CHEAT**

I don't know if you know about this, but there are people out there who don't like your magazine because they think it's wrong to cheat at video games. Like, some of my friends like to read Tips & Tricks, but they won't use the cheat codes because they don't want to "spoil" their games. I disagree, and I'm gonna tell you why: The games cheat! There are so many games I've played where it's just SO OBVIOUS that the computer is cheating. I feel like I need Tips & Tricks just to keep the games honest! Thanks for a great magazine.

—Eric Pearce Arlington, TX

Sure, we know that some players don't like to cheat, but heck—nobody's forcing you to put in a cheat code that you don't want to use. The unfortunate thing is that your friends

are missing out on a lot of cool secrets that they will NEVER know about unless they read TIPS & TRICKS. For example, if you don't want to use the "restore health" code to make Tenchu: Stealth Assassins an easier game, we respect that; you'll definitely feel a greater sense of accomplishment when you beat the game fair and square. However, you could beat that game a million times over and never find out how to enable the Japanese voiceovers, or to see Ayame's alternate "sexy" armor. Just remember that not all of the codes in TIPS & TRICKS are "cheat" codes; in fact, a lot of games have codes that will actually make the gameplay more difficult!

Regarding games that cheat: It's always hard for us to believe that football video games, in particular, don't know which play you've picked when you're competing against the computer. One of our current favorite games is Midway's NFL Blitz (and its arcade upgrade, Blitz 99). This is one of the most fun games we've ever played...but MAN, does it cheat! Sometimes when there's a fumble, the computer will force the loose ball to land in the hands of a specific player, usually on the opposing team. You know it's happening if that lucky player happens to be the one you're controlling when the ball gets popped up in the air; you can point the joystick in any direction, but your player will be rooted to the spot until the ball lands in his hands. It's a weird feeling!

### TOKEN OF THE MONTH



This month's token comes from Jay Bowl in the University of Kansas Student Union; it was sent in by David J. Lunn II, who lives in Kansas City. Thanks, David!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month TIPS & TRICKS Magazine 8484 Wilshire Blvd., Suite 900 Beverly Hills, CA 90211



### **AD MAN**

What's the deal? I've had a subscription to Ties & Tricks for two years and have always been happy. I also like the new glued edges. But over the past couple of months it has taken a turn for the worse. I mean, I counted about 27 pages of advertisements! That's just stupid; you could have been giving us more codes—like the ones you are keeping from us. That's why! subscribed. Who cares what they think, give us our codes. We have the right as game players. Don't hold back. Give us your codes!

—Zach Yunker Newburgh, IN

P.S. Whatever happened to the Nintendo Entertainment System? I sold mine, like, five years ago and I could kick my head in. I was over at my cousin's and he hooked his up. I had more fun playing that old thing than I have had playing my PlayStation since I got it! Could you ask Jason Wilson if he has ever played River City Ransom for the NES? That game is awesome and I hope he had a chance to play it.

There's something you didn't notice, Zach: Two years ago, Tips & Tricks was only 84 pages long every month. Now it's 116 pages. If you do the math, you're now getting MORE pages of tips and codes than you were when you started your subscription, not less! And why would we hold back codes?

Sorry you didn't have the foresight to hang on to that NES; River City Ransom is definitely one of Jason's favorites.

### **POCKET MONSTER MASH**

In the Select Games section of your May 1998 issue, you said that there are three Pokemon games. But in the video tape that Nintendo mailed out, it said that there are only two. Which is it: two or three Pokemon games?

—Brandon Kearney Fremont, CA

Nintendo launched two versions of Pocket Monsters (a.k.a. Pokemon) for the Game Boy in Japan during February of 1996; one red, one green. A blue edition was released later. So when we were putting that May issue together, we thought that Nintendo might release all three carts in North America, too. However, only the original red and green carts have been released here. (For reasons unknown to us, the Japanese green edition was changed to blue for the American release.)



The title screen of Pokemon 2 Gold Version, as seen at Nintendo's Space World expo in 1997.

It gets even more complicated than that, though! At Nintendo's Space World show in 1997, players who showed up with their Pokemon cartridges to obtain the 151st character, Myu, were treated to a look at the new Pokemon 2 game, which was anounced in Silver, Gold and Platinum colors. More than a year has passed, and this sequel still has not been released in Japan.

### A CAST OF DREAMS

-Travanti Jones St. Louis, MO

Thanks for writing, Travanti; you sound like a real snake, man.

### KNUCKLEHEAD

What's up? I have subscribed to your magazine and it kicks butt! Anyway, I have a Nintendo 64 and a Sega Genesis. One of the games for the Genesis is Sonic & Knuckles. I have the code for the secret 3-D stages, but is there a level select code or an invisibility code? Could you please find out?

—Dylan Smith Durango, CO

You're in luck, Dylan; the stage-select codes for Sonic & Knuckles have recently been discovered—including all of the different "lock-on" combinations of the game being connected to Sonic 2 or 3. We've been trying to track these down for years! Note to Saturn fans: The following codes can also be used with Sonic & Knuckles on the Saturn Sonic Jam disc.

### **Genesis Tips**

### **SONIC & KNUCK!**

Stage Select

Play through the first stage until you reach one of the ratchet machines that allow you to pull yourself up. Jump and hang on to one of the handles, then—while your character is hanging from the handle—press Left, Left, Right, Right, Right, Up., Up., Up. you'll hear a chime to confirm the code if you've entered it quickly enough. Now press START to pause, then press A: the game should restart. When the title screen reappears, hold the A button and press START to access the stage-select and sound test menu. Note that you cannot access certain levels unless you have a copy of Sonic's "locked-on" to your Sonic & Nouckles catrridge.



Stage Select with Sonic 3 "Locked-On" Play through the first stage until you reach one of the swinging vines with the handles on the ends of them. Jump up and grab the handle, then-while your character is swinging from the vine-press Left, Left, Left, Right, Right, Right, Up, Up, Up; you'll hear a chime to confirm the code if you've entered it quickly enough. Now press START to pause, then press A: the game should restart. Press Up or Down at the title screen menu until you see a new item called "Sound Test"; this gives you the stage-select and sound test menu. Near the upper left corner of the screen is a small number which you can change by pressing the C button; this number represents the character you want to play with according to the following legend:

00—Sonic and Tails 01—Sonic 02—Tails

03—Knuckles

SMEET, TOLAND | LAWA SEEF | WYSHIGHTY | A CAMA SEEF | CAMA SEEF |

Stage Select with Sonic 2 "Locked-On" At the title screen, quickly press Up, Up, Up, Down, Down, Left, Right; Left, Right; you'll hear a chime to confirm the code if you've entered it properly. Now hold the A button and press START to access the stage-select menu.



### Readers' tips



### IN THE ZONE

TIPS & TRICKS is the #1 video-game tips magazine, for sure. But you might be surprised that the first things I read every time I get a new issue are the Cool Zone and Japan Report sections. I especially like the Japan Report because I'm interested in Japanese culture and you guys always tell me about new fads and trends in the country where all of my favorite video games come from. Some of the other magazines make too many corny jokes whenever they talk about Japanese gaming news, like they have to show pictures of a guy dressed up in a Samurai costume and talk about Godzilla all the time. Anatole Brown does a perfect job with Japan Report, though. Keep up the good work, Anatole and whoever writes the Cool Zone every month!

> —Kelly Nelson Lawrence, KS

Thanks, Kelly! We do try to have a sense of respect for Japanese culture whenever we talk about the country's new products and events. Anatole is the key to this coverage; he's crazy about video game and anime culture, just like the rest of us, but he lived in Japan for 13 years, so he's not paralyzed with speechless glee every time he sees a stuffed Doraemon doll. And if he mentions Godzilla, it's never for the sake of stereotypical reference...in fact, Anatole tells us that many Japanese consider Godzilla to be an important artistic commodity and are proud of the success that the monster has achieved on a worldwide scale.

Incidentally, we all contribute to Cool Zone, but 95% of that section is the work of Executive Editor Jim Loftus. Jim sends his thanks.

### ALL'S FAIR

In your November issue, you had a contest giving away demo disks of O.D.T. to the first 1,500 people who reply. This contest is impossible for people like me to win and therefore should be changed in some way. I live in Maryland. For those of you who are geographically challenged, Maryland is on the opposite side of the country from California. Therefore, it would take longer for my subscription to reach me. Even if I reply immediately, it will take days for it to reach you. Meanwhile, 1,500 California residents-who probably receive their issues while still slightly warm from the presses-are replying to the ad and winning the demo disk. As I said, it would be impossible for me or other persons on my side of the country to win the game. I know that nothing is impossible, but the only way I could win is if, by some chance, one of the people between California and Maryland is asleep and I get to be the 1,500th person. In conclusion, let me say that you have a fine magazine with excellent tips and tricks...but the contests should be changed so that persons like myself on the east coast have as fair a chance as all you Californians.

interested in checking out the game; unfortunately, the company only had 1,500 disks on hand, so we were forced to limit them to a first-come, firstserved basis. We had a similar situation way back in October of 1997 when we did some coverage of Twisted Metal 2. At that time, our friends at 5ony sent us about 100 Twisted Metal 2 comics to give away to anyone who wanted them. We were afraid that the supply could not meet the demand, so we just printed a super-tiny little secret message in that issue that offered a free comic book to the first 100 people who sent in a postcard. We don't know how many people saw the secret message

give a demo disk to anyone who was

MEG

—Brian C. Maryland

We're sorry that you feel discriminated against, Brian, but you've got a better chance than you think. For starters, even though the Tips & Tricks editorial offices are in California, the magazine is actually printed in Wisconsin—so if your theory is true, you probably get your subscription copy before any-body in California does!

There's another reason why you should never hesitate to enter a Tips & TRICKS contest, and it is because you never know how many people are going to try. For the O.D.T. giveaway, Psygnosis wanted to

and decided not to try to get one, but what we do know is that we still have about 50 of those comics sitting here in our offices! (That's what we get for trying to be sneaky.)

STAFF SIGHTINGS PART 2

I read that letter from the guy in Vancouver who saw Jason Wilson at the Score arcade, and I have a similar question. There was a guy at the same arcade last week who looked like Tips & Tipscx Editor in Chief Chris Bienlek. I went up to him and said, "Hey, are you Chris?" but he ignored me. I guess I could be wrong, but I gotta know if it was him.

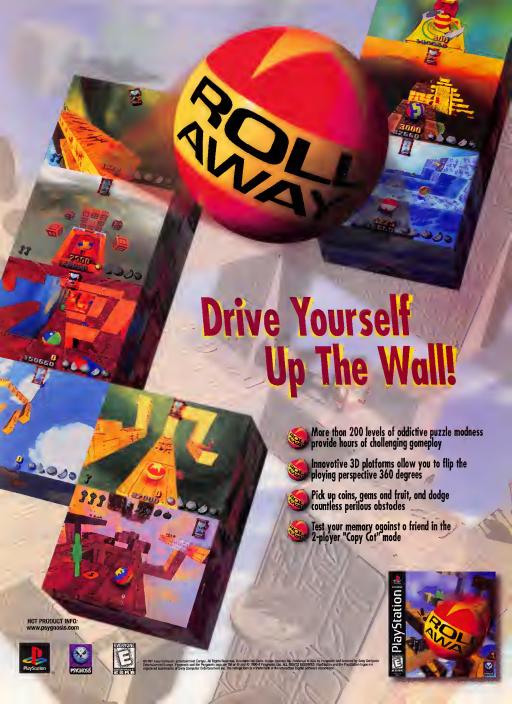
—Scott Brunsell, Jr. Vancouver, B.C.

Sorry, Scotty, but Chris B. hasn't been up in Canada since the 1970s. It must have been some other 6'4" Polack with long red hair.

# T&T Sticker Gallery

Send us your Game Boy Printer, Neo Print, Print Club or Sticker Club stickers! Stick 'em on a letter, postcard or envelope, send 'em to Tips & Tricks, 8464 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211 and we'll try to print 'em right here!







### THE FUTURE OF FIGHTING

I wanted to write to the TIPS & TRICKS staff and tell you about something that's important to me; namely, that I look forward to every issue of your magazine because it makes me THINK. You folks actually seem to have brains in your heads, which is a refreshing change from the typical video-game magazines I've been reading over the years. I read something in your November issue that I just can't stop thinking about. It was in your King of Fighters '98 strategy, where you wrote about the interaction between the characters and the effect it has on the gameplay. That is such an interesting topic! I'd love to read more in future issues about some of the more subtle aspects of certain games like this. I like the fact that you guys notice these things and try to explain them to your readers. Please keep up the good work!

—Nathan Jarrett Knoxville, TN

Thanks for noticing, Nate. You know, some experts believe that the simulation of interpersonal relationships is the most neglected aspect of video game design; they say it's one of the most exciting areas that games of

the future can tap into. The "artificial intelligence" routines in most gameseven sophisticated role-playing adventures, which rely heavily on characterization-tend to be very crude, with characters spouting predetermined dialogue at any total stranger who happens to pass by. Fighting games, in particular, may be sophisticated, graphically advanced and loads of fun to play, but they have not done a lot to promote the concept of video games as an art form, mainly because most non-gamers are unable to grasp the complexity of combo systems, the science of team selection or the fundamentals of character balance. That's one of the reasons why we hope that the King of Fighters series will continue to focus on the relationships between the characters and their individual temperaments. Maybe by the time The King of Fighters 2000 rolls around. you'll see characters whose performances in one-on-one combat are affected by unpredictable variables such as friendship, social status, seasonal allergies...or even just having a bad hair day! (We're sure that Benimaru and Iori have PLENTY of those.)

### THRILL KILLED

Is Thrill Kill still a go, or is the game in mothballs? I heard from my friend that it got axed. Say it ain't SO. TIPS & TRICKS! | wanted to play Thrill Kill from the first time I saw the ad for the game. You should have seen my face when you guys printed that "Mutilation Guide" in the October issue. I was even more eager to slav somebody! If it's true that the game is not going to be released, can you give us some more information about the specifics? Long live Thrill Kill and TIPS & TRICKS!

> —Preston E. Brasiel Casper, WY

You heard right, Preston; the latest word on Thrill Kill is that the game will not be released. This controversial fighting game became the property of Electronic



Arts when EA acquired most of Virgin Interactive Entertainment just prior to Thrill Kill's planned release date. By that time, our October issue was already at the printer and there was nothing we could do to change it. Electronic Arts has stated that the game has no place in the company's current product line, but we suspect that several other publishers would be glad to take it off their hands: in fact, a certain big-name publisher of popular fighting games is rumored to have expressed an interest in the property. Everything's still on hold as this issue goes to press; in the meantime, we've heard rumors that bootleg copies of Thrill Kill have been sold on the black market for outrageous prices.

### MEMORY LANE

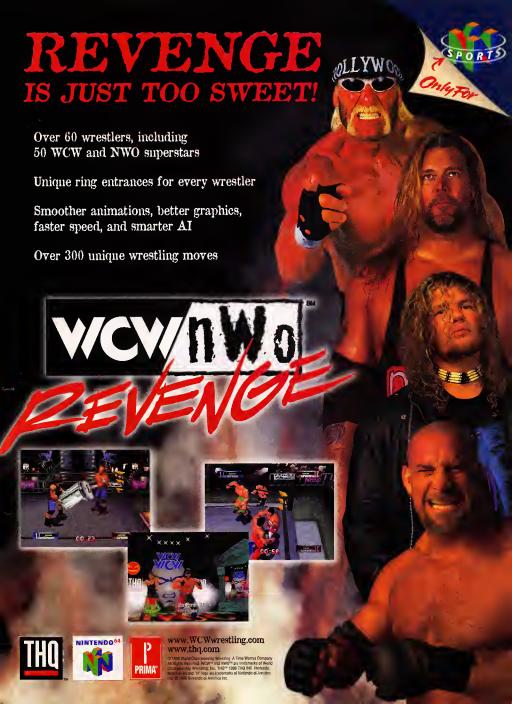
I wanted to ask you a question about the Nintendo 64 Memory Expansion Pak. So, here goes: Will all present and future games work with the pak? In other words, will existing games be modified to display higher-resolution graphics, or is it just the new games that will be affected? Thanks a lot!

-Josh Wolf Richmond, Missouri

Sorry, Josh, but we've been told that the Nintendo 64 Memory Expansion Pak is not retroactively compatible with older software. Existing games should still work if you have the new Pak installed in your N64, but you shouldn't expect any difference in graphics or gameplay. You should also be aware that-in newer games that are being designed with the memory expansion option in mind-sharper graphics are not necessarily the only difference you'll experience. Games like NFL Quarterback Club '99 and Turok 2: Seeds of Evil feature high-resolution graphics modes that eat up additional system memory, but some game designers may use the optional extra RAM to improve character animation, modify music or sound effects or even just to speed up the "access time" between levels which can occur in cartridges with lots of compressed data.



Check out this King of Fighters '98 advertisement from a Japanese video game magazine. Wouldn't you love to know why Andy, Kyo, Yashiro and the rest of the game's characters are socializing at a poolside cocktail party? We sure would.





### **HIGH FIVE**

I love your magazine. It has the right mix of strategy guides and codes. I have been reading your magazine for about two years. I made a list of the top five signs that you're reading the wrong gaming magazine:

- S. They review games like Pac-Man and Centipede.
- Their name rhymes with "Lame Show."
   They think Pong has "cutting-
- edge graphics."
  - 2. There's no Tyrone Rodriguez.

1. it's not Tips & TRICKS!

—Jerry Watkins

Aww, thanks, Jerry. We're always touched when a reader sends us unso-

Speedwell, TN

licited insults for our competitors.

### **TOMBA RAIDER**

I am a big Tomba! fan and I wanna know: Why the heck is everyone ignoring him? Is it because it's 2-D? I mean. Yoshi's Story is basically 2-D and it's very popular. Is it the genre? Tomba! is a "mutt;" it's a combination of platform, role-playing and adventure games-three of my favorite genres! The critics need a good kick in the butt for saving things like "gives you a breath of fresh air." Single-genre games are like day-old sandwiches. 1 have a message for Ara Shirinian: Thank you for your work on the strategy guides for Tomba!, Final Fantasy Tactics and other unique games. You are truly a Godsend!

> —Sarah Campbell Lewisville, NC



We agree; Any game with pinkhaired savages and bug-eyed pigs is a winner in our book. Maybe the reason Tombal hasn't conquered the world is because of people like THIS quy...

### TOMBA RAIDER II

How come in your playguide of Tombi! its name was put down as Tomba!? I even read one of the captions in a speech box saying his name was "Tomba," but after hiring the game from Vid Game Heaven I found that his name is Tombi!

—Damian West Perth, WA

Wh...what in the...? If anybody can figure out just what the heck this guy is talking about, please write to us at the address on page 8. Thanks!

### DONKEY WRONG

When I read in your magazine about the new Donkey Kong Country TV show, I got excited. Two weeks later, my sister turned on the TV and there it was! Unfortunately, I only got a glimpse of it, for I was busy with other things. When I saw the animation, my eyes opened wide! I saw how cool Donkey and his friends can really look! But why is Donkey Kong singing? What's the deal with his voice? I couldn't take it any more, so I shut the TV off with my remote. I just hope Donkey Kong 64 is a lot better than that! The thought that went through my head was "Peeeuuuw!"

> —Nick Vigna Carnation, WA



Well, what did you expect...Jurassic Park? For the record, we think the Donkey Kong Country TV show is pretty cool! So the voices aren't perfect. So the musical numbers are not for all tastes. We know some people who really enjoy it, especially younger folks. Maybe you're too old...

### **BARGAIN DAY**

In the September '98 issue, you said that Jason Wilson's lifelong dream is to find out if R.C. Pro Am II really exists. Just so you know: it does. I bought it at the Orange Coast College Swap Meet for less than \$10. It's for the NES. You actually get to buy weapons instead of finding them on the track. There's one stage that has a 1-Up under a bridge; if you turn around and get it, then race and pick up all the power-ups, you can

buy all the weapons, motors, tires and extras you want...then kick some but! The best weapon is a ball of electricity that will screw up the other drivers' controls. Well, now you know it exists.

—Josh Bitner Irvine, CA



As a matter of fact, Jason did eventually score a copy of R.C. Pro-Am II from Funcoland...but he had to pay almost forty bucks to get it!

### SHE-FIGHTER

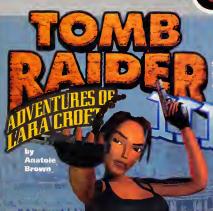
I am a 19-year-old girl who has been playing video games all my life, especially anything Street Fighter. Some of my friends who are males and who play video games think that it's a big deal because I beat all the males that I play; they said I should enter tournaments. Have you gotten other letters from female game players that constantly beat their male opponents? I keep hearing that males are naturally better than females in games and if that is true I think of myself as being kind of rare. I personally don't believe in that; what do you think? Also: Are there any female division tournaments?

> —A Game-Playin' Female Minneapolis, MN

To be honest, we receive very few letters from female players who boast about their Street Fighter skills, so it's nice to hear from you. No, we don't believe that males are naturally better than females at video games, but most of the "game-playin' females" we know would rather play ANYTHING but fighting games! Unfortunately, we don't know of any all-female fightinggame tournaments or divisions. There are a few leagues of female players who compete in multiplayer personal computer games like Quake, but they too are greatly outnumbered by guys who compete in the same circles. If you have the means to assemble a team of all-female tournament-caliber fighting-game experts, let us know and we'll help you to promote your cause any way we can. Good luck!







layStation heartthrob Lara Croft returns for another grueling adventure in Tomb Raider III: Adventures of Lara Croft. With juiced-up graphics, smoother animation and some new moves, Tomb Raider fans are in for a real mind-bending treat. This time Lara gets her passport ready as she attempts to gather a set of sacred stones spread around different parts of the world. On the way, she begins to realize that she's involved in something much bigger and more mysterious. Secret Darwin diaries, strange cults and classified military bases all make up an X-Files-type plot that should have you plodding into the wee hours just to see what's next! So get all your immunization shots, pack for hot and cold weather and make sure you get a good work-out at Lara's House before we go on her biggest adventure yet!

Most of you Tomb Raider veterans should have no problem getting right into the action, but there are several new features that you should be aware of. Lara can now crouch and crawl under low gaps by pressing the L2 button. She also has a new dash move when you press R2 while she's running (great for escaping those rolling boulders!) There are secret items in the game but not useless ones like in Tomb Raider II, but ones you can actually use like in the first Tomb Raider! So make sure you take the time to find them and stock up your inventory. Save crystals are back after being taken away in Tomb Raider II. Unlike the first Tomb Raider, however, these crystals can be used anywhere at any time. You can only save once per crystal, so make sure you have enough before you start using them all up.

The world map will appear after you have completed all four levels of the first India stage. This will allow you to select your next adventure out of three possible locations: South Pacific, Nevada and London. After you have completed all three of these locations, Antarctica will become a selectable adventure. You go, girl!

### ungle





















When you get out as you drop careful When you get out as you drop down to the spiked area—you may take a little damage. Check around the ledges for items, then use the RT button so walk through the spikes in the dark hole and "a turn to the misty-area and head back over the log bridge."



Follow the monkey and walk over the spikes using the R1 button. If you turn around and jump and grab the next ledge, you will get a save crystel. careful or you could get impaled!



If you look above, you'll see a monkey walking along a narrow gap upon the ledge. Jump up, grab the ledge, shimmy across, then jump up to then next ledge to the dark cavern



After you pull the lever in the dark half, start running and press the R2 dash button to boogle out of there before you get crushed by a boulder.



nasty tigor waiting for you below. The next opened are has some items if enter the are the budderstand from but watch for a third boulder when you enter. Search for the hole in the ground among the plants for an other secretaria. Watch for that spiked floor!



Come out to the pool and check the enter the underwater cave to get to the next room. Get out of the water, and pull the two levers on each side.



In the next pool room, g st out of the water and find's light colored block trukefein the conner walk. But if out all the way and, door will open, Pull buth of the Liver's in the, open for the constitution of the color of the be two tigers.







Watch for the tiger as you surface.
Chiefk in the dark corners for itselfs the block of the control of the cont



pack. Pull the lever to your right after you walk through the tree. Climb over the stone block near the lever



AEnter the cavern and light if fiare to see the small health pack. Further down is another one of those pesky cobers. As you exit the other side monkeys will come attacking. They're not 8s friendly as before! (flimb the rocks to the left for items.



The lake has a school of fungry pira-nhas so jump to the podium in the middle to grab the he. Ith pack, Jump across to the other side and flip the lever to open the underwater door. Walk close to the door before diving in to avoid being fish food!





Use the podlum's to get to the ledge you'll find ellips the are the big much bill has some fish area that I are a use to get to the other side. Head towards the door and write head towards the door and write but for those angry monkeys! pack on a branch near the waterfall. Slide down to the edge of the water-fell and shimmy across.





f yo drop down to the green on can jump into the cave behind the waterfall. Watch for the sleeping



Enter the crawl space and k, I the cobra. Make sure you're sliding down the right side of the slope as you enter the cave, a boulder will rus unlike the tare.



ou'll find the stotgun right next to no Shivā statur. Pull the stone block o reveal shotgun shells and a crawl pace. Time to rut that new weapon o the est! O and save ri



This giant, Shiv monster is your figurithmate foe. If you keep climbing to where the save crystal is, you can shoot from a sed instance. The Shive monster will keep unshoots used to have been considered to him and bask him. Use that RI untro and keep cong up to him and bask him. Use that RI untro and keep discharge.



rull mutave severs up on the league to open the left door. Go into Uniform and past the first empty-pool. The next pool will be tilled both of firmes will be blesten from the yeals to proven year term diving in "Simply ase. The crisis of the tilled the provided of the crisis of the tilled of the tilled of the crisis of the first of the lever for the door uniformities."



warm through Debris will fall from the celling so you etter the next pool o move very slowly! On one side of the pool is a health pack and but the other is a hadder to a back flip off the ladder to the ladge bahind.



ump from ledge to ledge to got to the got. Watch for the cobrasty you make rour way around the top area. You will see an entrance to the next area first the cobras. Rothe when you jump to the morn quickly step back and in the morn quickly step back and in the morn quickly step back and in the morn quickly step back and provided by a child provide the provided to word the pumnetachy a childing rock.



Crayl under all the poison darts and swinging blades then drop down by sliding into the pir below. Use the walk buffor among the blades than crawl under to the segret area. You have to clinib back up the cliffs thought



At the vither and of the pit is a pushable block in the wait Push if all the way in, then push the yight block at the visit to reveal the best half-give with their still a series of Bologie in the visit that have to be pushed around to rive all arises fadden in the middle. Pull into fill the good peak the



Now comes the tough part. Make sure you save before doing this manipuse. There are two boulders that wolf 1gh low you as you head down the half. Use the Gash button to give Jaria in the pulse, then pulsely let it ago and let in the half when the pulsely let it ago and let in the pulsely be the pulsely let it ago and let in the run-horm will be been jumping the finde pin to give the other self. Remember, well, you've Gashing, the jump's witten self. The it well?



You'll fall right back in the tunner between the two pools. He id out to the pool you just filled and buill the underwater inverto reveal the first Key o'Chidra.



Go back out to the main hall and drop down into this hole in the floor Pull have for good to have door. He have for good the have for door. Before you exit the hole, push the block to reveal are acceptant with polsan dark. You have 10 be quick to grab this health-pack and not get crush of by the adding rock!



your Do a running jump all the way to e far and and start walking in the quicksand it to the other side. You'll have use shough time to der your head out before suffication begins to take your life. Bon't feel bad, turn around, jump o the service and runk and



Pull o lever ent of the door, run like ned past the spiked walls and ump over the swinging plade. Whew



up the door above. You'll find a pullable block in the area that wall allow you to get to the top so you can dive into the poor.



Take a deep breath and swinth - to the other end to guill the two levine ach aide. A door will open up above the sunjuel to the next pool area. Yank the levere upderwater to initiate the there is not a sunjuel to the next pool area. Yank the levere upderwater to initiate the themes. The fire will reveal transparent blocks that can be used with the fire which were. In or the other stems where we will not fit the flames



The door is timed when you hit the swifted, so start running! When you enter the dish know the door knill force. Pull, the Switch and start running away from the invoking apiked walt. On the left hand sozian of the room is the second Key of india, pick it up and the door will open so what can history has pell.



Suddenly the terrain is all different outside; the pool is covered impuricus and. The way to cross to the other side without suffering is to take the middle path—no, literally!



Watch for the next set of rolling rocks: Face buildwards for the second one and dash feloward when you hear it coming. Then take the right door instead of the laft one if you don't want to see a hind rock! Climb down back to the main hall and use the two keys.



Jump up to the ladder and start booking to the top before the spiked Well comes down. Pull the block out to the right hand former of the room and asset it to jump up to the two levers above. Make sure you'let the rocks roll by first letters was enter the next area.



Avoid dy, flames then say, before in next battle abetween two grant fixed suckers. There are a lof of high places you can use to your. Advantage Whou flight these two fixeds that suckers you pick up, the shells up there and the help pack in the smill peop to help you fight. When they're dead, take their's word-airms and place, their in the am slots of the statue, above to count the gatter.



In the next area you'll need three, keys to open the level exit door. The first Key of Gonesha is under the ceric drudfled man. When you approach it. Shive, guy will appear so be feady. Crawf under the other floating dead man for flares.



Enter the gearay door and quickly pull both levers and jump into the hole below to avail being spiked to death. You'll find the Second Key



The thirdskey is in the pool near the treyholes. You's eith gerifunless you shut of the current by pullfish the two levers on saidr side of the spiked walls. Swish hard! Inkert the keyworld, bye-by: temple.

### The River Ganges



you get on the dune buggy, look up and behind the vehicle, there is a gap with items. Use the ramp at the edge of the diff to blast off on wheels to the other side.



Reep driving tire durie duggy as far as it! I go while watching for deep fissures in the ground. The first big gap has a ladder that leads down to a secret are. Park your vehicle by pressing the 
button and Left or Right on the D pad.



Take the done buggy all the way up the ramps and across the larger gap to the closed door. A good way to shoot that gap is to hold down the R2 but ton and let the dune buggy rev up before letting it go for a blast off



jong-jump across to the camp. There will be an entrance in the wall you car jump to. Take the half all the way down to the end (watch for the cobret) and jump down. You will be by the switch for the door. Get back on the buggy and blast up the hills.



orive up to the top and then own to which stone bridge. Park on the bridge and jump to the right side for a secret area. Set back and drive the buggy over the gap and up the winding ramp. You can park by the branches and into po a libent to a fittle ledge below the canopy of leaves for clips. Heads up for the section.



Blast off to the other side where the save crystal is. Park and climb the lader down below to kill the cobrs and grab some items. Get back on the buggy and gun it to the space in the opposite wall.



After you cross the gap, you can park the vehicle and jump to the ledge above the slope. Make your way around and you'll see a hole in the wall that leads to a secret area. This is tricky, you'll have to jump on the slope opposing the wall, quickly jump and grab the ludge to cravul in. Make sure you jump facing forward!



Drive the buggy up to the waterfall area. Drive over the monkeys for Juni Say bye to the buggy and start hopping around the cliffs. Kill the eagles, jump and grab the ledge and shimmy across to some tiens. Dive in the pool (don't wony' it's not the Ganges River) and crawl into the cave behind the waterfall to exit.

### Caves of Kaliya



This level is a confusing maze, but if you go right and under the crawl space, you'll get to the objective (aster. The only downside is you have to use you dash button to avoid boulders. Use the walking backwards then dish technique for the second one. Climb into the narrow gap above.



You'll get a couple of surprise hellos from cobras so have your guns drawn. There are a couple of shells and health packs at the dead ends also:



ou can pretty much tell where you are by the patterns on the wall and loor. Find a push-able block in the poddess patterned wall to reveal a



You will come out to the original mossy-patterned area, look for a gap that lets you drop to a lower level. You will come out to a room with a save crystal and a hole in the middle.



Throw's couple of flares in the hoje to see a snake pit below (remember indiata Jones-Y). Get ready to jump dewn and draw your guns quickly. After the first four colors, run quickly to the other side without getting crushed by the boulder. Can'd out to the next save crystal and save.



This boss battle will take some partience. Hell first turn the Water into lave so you'll have to jump from plat form to platform a you'll fire away. Keep moving so his ball-of-flames down to just you will be so you don't have start all over when you'dle. Grad the Infads store after he dead to end you'r finds experience.



## Coastal Village



At this point you'll be able to select any of the next three adventures. To keep in line with the plot we'll show you South Pacific Islands.



At the start of the level, turn right an grab the Smuggler's key underwater. There's also a health pack on the left cliffs from the starting point. And there's even another health pack on the podium near the beach.



You can either go two ways at this point. First the cool way: Use the key to open the hatch in the hut. Dash through the hall past the primitive trap, bull out your guns and kill the poison dart blower above the lake.



Use the podiums to get to the top without falling into the crocodile filled lake. Jump and hang from the vines above to cross to the other side. Head right and keep jumping and dimbing to the very top, You'll find more banging vines on the ceiling to cross over to the bridge.



# SHADOWGATE 64

TRIALS OF THE FOUR TOWERS

The Legend Is Reborn.











Do a long-jump across to the ladder by the blades Shinmy across and kill more poison dart blowers Go across and shinmy across again to the exit. You'll be in a room with a save crystal don't go to it yet! Press the button to the right and turn off the traps. Jump down in the hole near the crystal and you'll be in the village.



The other way to the village is to take the narrow sloping path on the beach. Cross the puddle and climb up. Watch for the village natives! The podium in the middle by the quicksand has poson darts - beware. Check for a health pack to the right of the quicksand.



You'll need three red crystals to enter the village. The first one is up in the trees. Find a climbable area near where the second native came out of the woods. You'll be able to get to the top of the branches and jump across to the crystal.



Dive into the waterfall pool and fall down to the ledge below. Use the X button to ease your fall. Jump through the waterfall and you'll find the second crystal. Get back out and climb the two ladders to the top. There's a health above the last ladder.



Use the side of the rock walls to get to the third crystal, which is by the torch up by the waterfall. Get back down and kill the native by the three gates. Insert all the crystals in the slots to gain access to the village.



The village is crawling with unfriendly inhabitants so have your guns out. Turn left after the first hut to see a narrow pass to a swampy area. Face to the left of the swamp and kill the native standing by the pulley wheel. Jump on the green petal in the swamp to get back.



Cross over to the other side of the village over the lowered platform. Check the top ledge above the plat form for shells. The mally dark corner behind the trees is a secret area. Light a flare and grab the items. There's also a nasty quicksand trap in one of the huts. Don't even try for that health pack!



Look between the huts for a stone wall. Climb up the wall and enter the left hut and turn the wheel. Watch for that guy in the dark! Get down from the wall and climb the ladder into the opened hut. Jump to the left porch.



You'll need to find a switch before you cross that fire path. Keep moving away from the flames and jump from roof to roof. You will find a barred pattern above a roof that will get you to the hut with the switch.



Cross over the flames with the new platform and push the switch ahead. A native will come attacking. Whatever you do, do not press that switch to the right. You'll go up in flames.



Avoid the circling blades and turn the pulley wheel ahead. Get back to the village and dive in the small pool, the hatch will be open. Cross the bridge, jump into the hut and the level ends.



### Crash Site



Don't try to head back to the village, there's debris falling down that path and it's blocked off. You have to cross the swamp by jumping from petal to petal. Beware, you can only stand on select petals. If you miss, you can still hoist yourself up. There's a secret above the comer-left petal.



Have your guns ready for a raptor.
Keep jumping and firing. Climb up into
the next area and jump down to face
another raptor. You're by the crashed
plane. Your job now is to find two
keys.



Walk around the plane and you'll find a hole in the wall. It will lead you to an open area where you'll see hunters duking it out with dinosaurs. Don't kill the hunters in this level; they'll help you with the predators. Hop up to the branches for secret items.

176



sump down to the lower level and you will find two closed down. Grib the items in the area and head over to the large next. Commander Bishop will be lying face down, grab his keys. A gigantic T.Rew. will appear! The nearby door will now be open. Pull the switch inside and run to the farther door to pull the second one. Ignore the raptor and T-Rew and run upstairs!





Go to the other side of the plane and jump over the slope. You'll see more hunters killing raptors. Enter the tunnel near the bridge (not across) and turn right. You can dive in the pool and pull the switch while avoiding the plranhs or dimb up the vine wall to the trees above for items and more rantors!



After pulling the underveter switch a door will open on the other side. Enter the door and fight the raptors in the dark. There are three levers, each lever triggers more raptors. Stay on top of the block in the black of the room, away from the raptors' reach and fire away. If you didn't kill the hunter, you'll hear him killing them outside!



After all the levers are pulled a hatch will open above the block. You will find a save crystal and tt. Tuckerman; take his keys. Run from the raptor that appears and head back to the plane.



Go back to where you first saw the plane. There will be a small hill of dirt under the wing. Use it to jump up to the ledge and climb up. Dangle on the patterned bars above and cross over to the other side. Jump over and climb to the next dangling spot. Cross over and drop down as soon as the camera angle switches to panoramic view, you'll be able to see where you land.



Slide down backwards and grab the ledge to climb down, then shimmy across to the other end. Hoist yourself up and enter the crawl space. Use the patterned ceiling above to cross over into the patterned selling above to cross over into the patterned.



Flip the switch to the right and then you will be able to use the bars to cross over to the other wall. When to get to the wall, it et go momentarily and grab onto the wall to climb down to the next lever. Jump back to the first switch by using the podium in the middle.



Pull the first switch again and this time use the bare to wrap around thuge column. This is tricky so we here Remember, when you load again be pressing the hung button! Bring lare right up to the corner where the barred pattern and the red wooden pattern meetises picture). Let go and press X for a safe landing under the sloped edge. It's easy to botch so be patient.



Pull the lever, then hop onto the wall and climb into to opened area. Jump down and grain onto the sloping edge under the second lever, shimmy across, hoist yourself up and do a back-filp onto the podium behind you. Good job! Now finally all the bars are lined up so you can get across.



Jump across the top of the plane and enter. A raptor will be waiting inside! Use the two keys in the cockpit area, then jump down into the lower half of the plane and pull the switch in the opened door to bust out the cannon!



Get on the cannon and start firing away at the horde of raptors coming your way. When they're all dead, aim at the brown walls at the far corner and shoot them down. There are items back there and the level exit!



The green reptiles spew poisonous gas so don't get sprayed! One will come out from below the cliff. If you look where it came from you'll be able to see that you can descend towards the rapids.





Jump out to the podium and jump to the edge of the slope on the other side to shimmy across. There are two ways you can go. The first way is to shimmy across to the right and hop to the far end where there is a button in the stone wall. Push it!



Go back up to the house and you'll see that the bottom door has opened up. Enter and grab all the items before you get on the kayak.



The second way to get to the kayak is to go left instead of hitting the but ton. Grab the save crystal down below, then cross over to the other side using the mesh-patterned ceiling. Jump towards the cave entrance and move across using the ledge. Get in the cave and dimb the mesh wall.



Carefully lower yourself onto the blades and press the walk button. Use the crawl space to get to a crystal across the bridge. Go back and push the button for the outside door. Watch for the reptiles!





Go to the door, drop down and jump into the waterfall to a secret area. Check around for items, then go back up and use the mesh-patterned rock over head to get across.



Now here's a nice lesson in jumping skills. Walk to the edge before the large slope. Do a single jump to the min! slope below, jump again and grab the edge. Jump to the crystal then fall in the water to douse the flames. Go back up and do a double jump over the flaming podium. Got it?



Crawl under the poison darts, slide down, and grab the mesh ceiling to get across. When you're outside, grab the rock to the left to climb up to the pool. Kill all the crocodiles from the deck, jump in the pool and pull the lever. You found the hidden kayaki



The kayak is...well ...let's just say it's tough to control! Remember to hit some of the green ropes to turn off the traps. You can steer the boat into a secret area in the caves where there's a small entrance behind the waterfall.



Take the kayak all the way down the rapids until you see a huge plug in the middle of the lake. From three, paddle up the small upstream path until you reach a small pool. Carefully get off the kayak without getting eaten by the crocodile.



Hop down to the open door and jump up to grab the barred ceiling. Take the bars across while avoiding the furnace blasts. Drop down to the block, jump across to the other side and crawl under. You'll come out to where the secret area was.



Grab some items by the waterfall and climb to where you see another set of bars on the ceiling. To the left are some items and to the right is the way out. Jump up to the wall next to the swinging blades and climb up and out of the caves.

emple of Puna



Climb down the dark hole and duck under each ledge as boulders roll by. You'll have to run and jump to the other side for the third boulder. Jump over the flames then duck again for the fourth one. Yeah, that's right, keep 'em coming!



When you come out to the water again, grab the wall and climb across. Hop over to the bar and use the rope to slide down into a room. Climb up the block and watch for the poisonous rentiles.



Find the switch near the reptiles that pulls the glant plug. Get back in the kayak and plunge into the whirlpool. You'll fall into a pool of crocodiles. Get out of the pool kill them from the deck, then go back in to pull the lever for the exit door.



Those poison dart guys are targeting you right from the get go! Kill them all as you climb up to the steps.



The most evil puzzle yet! The key is timing here. Run to the very comer of the room and crouch down between the blades. Weit till the rolling blade passes then side step, side jump, push the button, jump back and go back to crouch in the corner. You should have just enough time to push the button and hide in the corner again.



When you need to get across the room, do a flip in the corner, then run and jump over the rolling blade. Crouch in the other corner and time the button pushing again. When you need to get to the other button on the other buttons are pushed the gates will one.



As soon as you fall into the next room, find the block and pull it out to stop the spiked ceiling. Yank the levers to evit



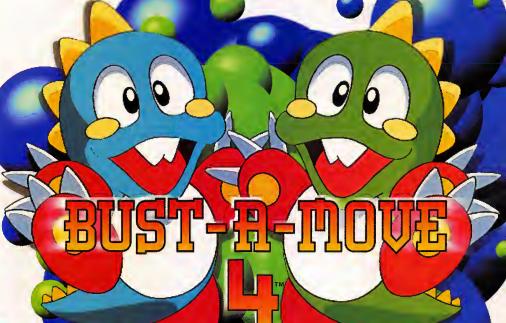
Pull the lever at the end of the hall and start dashing away from the boulder. When you get through the next door, do a right turn and keep booking until you get to the end. Poison dart blowers will be waiting for you.



The boss won't attack as long as his shield is up. The only way to hurt him however, is when he's throwing his bolt attack. Keep jumping from left to middle to right and back again, firing intermittently to provoke him to attack. He will release replies during the battle but your auto target should take case of that, Just Keep jumping!
Grab the Ora Dagger to end the level.

# You'll Be Forever Busting Bubbles

Bush-A-Move 4 is bursting only the seems with more advanced gameplay, and tons of new features. It is a challenge for the whole family.











opponents with the devastating new Chain p the bubbles in balance with the new Pulley Syste

Renk yourself with the comprehensive new Grade Rec mion System

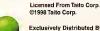
· Save your own pyzzles to memory cards with soul

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attack strength matters not; it's all about timing. Two opposing players can parry each other a maximum of three times. The third consecutive parry will push both players away from each other. The parry has a very obvious audio-visual effect. A small bolt of lightning will appear between the players, accompanied by a loud, thunderous sound. When this happens, keep jamming on the attack buttons; the player who stops attacking first will usually lose. If you decide not to attack,

to block. If you win the parry battle, remember that you can go from a successful parry into a combo. Not too shabby!







### The Kerrang! Konnection













Helloween





Enuff Z'nuff

### **COMBO SYSTEM**

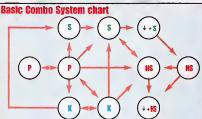


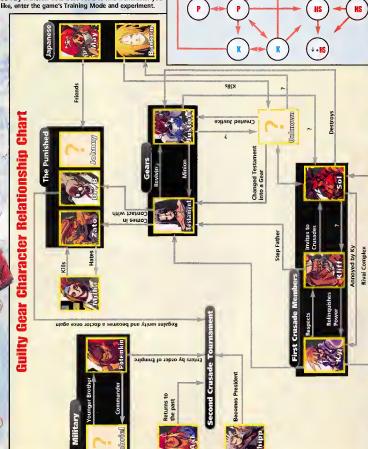
Guilty Gear has a chaining combo system similar to that of Street Fighter Alpha or Marvel vs. Capcom. Once a chain combo has been initiated, there are some guidelines you'll have to follow if you plan to connect with your chain. Every character in Guilty Gear can combo, but not necessarily to the extent that certain characters can. It may be easier for a fighter to combo while air-borne as opposed to while standing; certain attacks may come out too slowly when he or she is standing.

The Combo System chart shows the basics of how the *Guilty Gear* combo system works. Note that this is a general explanation. Some characters may not be able to perform combos under certain circumstances. Also, a few characters may be able to break the rules one way or another. Character physics will determine whether you connect with an aerial combo or not.

the rules one way or anomer. Character physics will determine whether you connect with an aerial comboo on the chart to see the possible directions your combo can take. If Chipp begins a combo with a Punch, he has four options; by pressing any attack button (including Punch) he can earn another hit. If he chooses Punch for the second button in his chain combo, he will have the same options available for his next hit; this lase applies to the Kick button. (Technically, you can repeat Punch or Kick indefinitely or you can alternate between the two.) Anyway, let's say you've pressed Punch to begin the combo, then you follow with a Kick. By pressing Slash or Horizontal Slash, you can get a third hit. Note that when you cross over and use one of the two Slash buttons, you can no longer use a Punch or Kick. Like Punch and Kick, Slash and Horizontal Slash can be interchanged indefinite-

buttons, you can no longer use a runnt or Nack. Like Punt ly. The difference is that some characters have their own limitations when it comes to Slash attacks. From his first Slash, Chipp actually has four options, which isn't always the case. Chipp can attack with a second Slash (for a fourth hit) or use one of the following: Down + Slash, Down + Horizontal Slash or simply press Horizontal Slash. As you can see, the combo system can be very intricate. Your best bet is to find a character you





### **Guilty Gear**



### **Chaos Attacks**

Street Fighter has Super Combos, Fatal Fury has Desperation Moves and Guilty Gear has Chaos Attacks. In the Street Fighter series, Super Combos are solely based on the size of your Combo Meter—but Guilty Gear takes the SNK approach. If your Chaos Gauge maxes out at any time during a round, you can perform the Chaos Attack. When your life Gauge drops below half (green), your character will be in Chaos

Mode (yellow). When this happens, you'll be able to perform the Chaos Attack at any time. Chaos Mode is very easy to see; your fighter will be surrounded by a glowing red aura. Some Chaos Attacks can be integrated into combos, some are more for defensive purposes and others are meant for close range. See the character moves lists to learn how to perform their Chaos Attacks.







### **Charge Attacks**





May releases her powered-up attack.

↓ ¥ → + R1, Slash

→ 🎍 🔄 + R1, Punch ↓ > + R1, Punch

↓ ¼ → + R1, Slash Dr. Baldhead | → ↓ × + R1, Slash

↓ 

→ 

→ R1, Kick

→ ↓ ≥ + R1, Slash or Horizontal Slash

↓ ¾ → + R1, Slash or Horizontal Slash

↓ ↓ + R1, Slash or Horizontal Slash

Almost every character can charge one of his or her attacks up to three levels. Charging is accomplished by performing a specific motion with the D-pad and the R1 button (see chart). While your character charges his or her attack, you cannot move or block. The only way to attack is to press the

proper attack button. Your character will then release the attack at whatever level it has been charged to. For example, with May, press ↓ > + R1, then

press Slash to release the attack. The Charge only lasts for one attackwhether it connects or

not-so use it wisely. The Charge technique is useful if you'd like to add some more hits to a combo or to KO an opponent with block damage. → ↓ > + R1, Punch







### Baiken Destrov

Potemkin

May Chipp

Ktiff Sol

Ку

Zato

Millia

The Destroy attacks are what you would expect to happen if you could perform a Fatality at any time in a match. Not only does this lethal attack K.O. you or your opponent, it ends the match for the loser. This is a feature that we refuse to use at the TIPS & TRICKS offices. Pressing Punch + Kick simultaneously begins the

> attack. If vou connect, the screen will turn blood red. The next split-second is an exercise in quick reflexes: If you are the first to press ↓ >>



Begin the Destroy command.



If your opponent evades.



If you complete the Destroy command.







you quite frequently



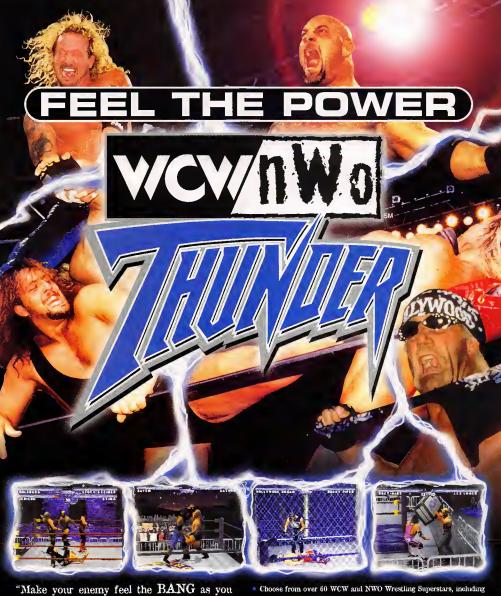
→ + any button (or ↓ \( \varphi \) ← + any button if you're facing left), you will Destroy your opponent. However, if your opponent is quick enough to enter that same command, then nothing will happen.

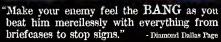


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### Launcher

Like many other fighting games, Guilty Gear gives you the ability to juggle your opponent for aerial combos. An easy way of getting your opponent airborne is to press Slash + Horizontal Slash simul taneously. If you connect, your opponent will become airborne with a spiraling white flash. Pressing Up on the D-pad will result in a pursue maneuver, after which you can punish any opponent to your liking. Certain counter-attacks will





produce the same effect as Slash + Horizontal Slash. When you pursue your opponent, remember that pressing Up might not give you the best position. Use the High Jump for more desirable results.

### Terminology

During the course of a match, you'll see different words appearing on the screen near you or your opponent. Here's the lowdown on the meaning of each term:

Aerial-This alerts you that you've launched an opponent sky-high.

Avoid—Appears when you've successfully avoided a potential attack.

Breaker-During Chaos Mode (or when your Chaos Gauge is maxed), dashing from a long distance can break an opponent's guard.

Capture-When using characters like Zato, Axl or Justice, "Capture" will appear when you've used an opponent-capturing attack such as Axl's Tenhou Seki.

Counter—A successful counter to an opponent's attack

Dizzy-Here's an obvious one; if you or your opponent becomes dizzy, both of you will know.

Gamble -- An attack which can go in either player's favor.

Limit-After running its course, the Dragin Install will cause Sol to faint and become dizzy.





Taunt	L1
Respect	R1
Dash/Air Dash*	→ →
Retreat*	
High Jump	↓, then ↗ or ↑ or ↖ quickly
Double Jump	Jump, then ⊅↑ K
Triple Jump	After Double Jump, ↗↑ ↖
Destroy Attack	i + ×, then ↓ > + any button
Launcher	△ + O

\*-Some characters cannot use the Dash or Retreat commands. NOTE: In the character move lists, attacks marked with the letter "A" can also be performed in mid-air.



one of these men.

Every fighting game must have an oversized character who wins with brute strength and "grab" attacks. Potemkin is the equivalent of Zangief from the Street Fighter series. He's very powerful, but extremely slow. Potemkin cannot dash—which is fortunate, because it surely would have allowed him to perform too many "cheap" patterns. If your opponent blocks one of Potemkin's attacks, try to suck them in with the Mega Fist followed by a Plutonium Buster. The Nitro Hook works well against a rising opponent; they won't expect the grab.





Execute one of May's Rolling attacks.	Press the Slash button in mid- flight and change your direction.	Now, change your direction again and go in for the hit.

Aqua Rolling	ψ ≒ → + Slash
Restive Rolling	→ ↓ ¼ + Slash
Reservoir Rolling	← Ľ ↓ ¾ → + Slash
Mist Finder	↓ ∠ ← + Slash, Slash repeatedly
Overhead Kiss	In close, ← ビ ↓ ↘ → + Kick
Mr. Dolphin	← ⊬ ↓ ⅓ → + Horizontal Slash
Chaos Attack	
May Dynamic	←→ > ↓ ↓ ← + Horizontal Slash

The year gest lighte in the College Cours or an earning the most among the property of the college rolling attacks are unnerving, particularly since her direction can be controlled in mid-flight. Mr. Dolphin (or Iruka-San) should be used as a diversionary tactic. He won't make contact until his descent.

Chipp started doing drugs at an early age, which eventually led him down a path of self-destruction. He became a drug dealer for the Mafia in order to support his habit. However, after years of drug abuse the mob found out that he was stealing from them. They were about to kill him when he was saved by a mysterious ninia named Tsuyoshi. Chipp then cleaned himself up and started to learn the art of Ninjitsu from Tsuyoshi. One day, during one of their training sessions, the Mafia attacked them and killed Tsuyoshi. Chipp now swears revenge for his fallen master.



A Alpha Blade	↓    → + Punch
A Beta Blade	→ ↓ ¾ + Punch
Gamma Blade	← ビ ♦ > → + Horizontal Slash
Ten'l	↓ 5 → + Slash
Meisai	↓ v ← + Kick
Sebone Ori	In close, → 5 4 K ← → + Kick
Sakugan Kick	In mid-air, ↓ + Kick

This spells in little em, by a truly extil character it mastered, besides husting an infinite combin. Chipp has attacks which require very little recovery time, if any. Against a human opponent, the Ten'l works beautifully. Use it during a combo to teleport to your opponent's other side; if you're quick, they won't block in time. His Chaos Attack can be easily used in a ground combo.

# quickly and had retired—that is, until now.



With his sword, Zanryutyou, Kliff was the courageous leade of the Sacred Knights during the Crusades. After he was saved from being killed by a Gear, Kliff was inspired to do great things with his life. After the Crusades, he aged

7		Perform the l at full-screen	
L	Houk	ou Gaeshi	ψ ≒ → + Punch
1	Zuga	isai	↓ € ← + Slash
72	Kubi	matagi	↓ & ← + Kick
ũ	Urok	ohagashi	Press Slash repeatedly
	Sen I	No Sen	<b>←</b> ←
25	Jigol	u Tukkomi	← ←, then Punch
	Baka	mon	L1
	Chac	s Attack	
h	Soul	Survivor	← ビ ↓ → ← ビ ↓ → + Horizontal Slash

quickly all that the fighter who lacks a ground dash technique. He cannot dash away or toward his opposent.

Pressing ← will result in the Sen No Sen; pressing Punch afterwards will produce the Jigoku Tukkomi. Kliff's best asset is the Houkou Gaeshi. This single attack can inflict more than 50% damage when charged up to Level 3. Perform the Bakamon attack from full-screen distance, then jump and follow behind the attack with an air dash. You can combo in this situation.



A lone wolf who makes a living by participating in prize fights. He was invited to join the orde of the Sacred Knights by the nearly retired Kliff Undersn. However, he did not get along with the other members, especially Ky. He then stole one of their most prized weapons, the "Fuenken," and ran away. He was nowhere to be found until after the Crusades, when he finally returned...

Corner your opponent and

attack with a

standing Kick

standing Slash or **Bandit Revolver** Horizontal Slash and repeat the pattern to tran your opponent

Gun Flame ↓ ¥ → + Slash → ↓ ¥ + Slash A Volcanic Viper A Bandit Revolver 4 3 → + Kick Riot Stomp 4 € + Kick Chaos Attacks Dragon Install + K + + K + + Slash **Tyrant Rave** → y ↓ & ← → + Horizontal Slash

Sol can be a cheap character if you want him to be. He has the standard projectile and anti-air attack in his arsenal. He lacks speed and range. The Dragon Install will give you a good temporary boost in speed, but be sure that you can break out of the dizzy effect that takes place after the Dragon Install ends; at this time he is susceptible to anything.



Jump in with Hor-Attack with a End it with Ky's Ride izontal Slash. standing Slash the Lightning, (Ouch! on the ground.

↓ y → + Slash A Stun Edge → ↓ ¥ + Slash A Vapor Thrust ↓ y → + Kick Stun Dipper Needle Spike + 4 4 € + Kick Chaos Attack Ride the Lightning ← K ↓ ¥ → ← K ↓ ¥ → + Horizontal Slash

A genius swordsman who has no equal. He became the leader of the Sacred Knights at the age of 16 and was given the mighty sword "Furaiken". Ky acknowledged Sol Badguy as a great swordsman and

The new leader of the Sacred Knights is among the top fighters in the game; he's also one of the cheapest. rie cam emain an vonne ar nosch befinnery by penor ming me Aerian own Euge repeateury. His sword has very good range and his combos are deadly. The Vapor Thrust should only be used at close range; Ky will

close Slash.



Axl was born in England in the 20th century He grew up in the midst of violence

and hatred, but he refused to be a part of it. He was tired of all of the gang fighting in his neighborhood and took it upon himself to clean it up. Six months later, he succeeded in bringing peace back to his neighborhood-then he was suddenly caught in a time shift and sent 200 years into the future. Two years have passed since that fateful day and Axl is still looking for a way

Combine some elements of Dhalsim with Billy Kane and you'll get Axl. Not a great close-range fighter, AxI does

Charge ←, then press → + Slash Rensen Geki Rensen Kyokusa Geki 1 + Horizontal Slash (during Rensen Geki) Benten Gari → + ¥ + Slash Tenhou Seki ↓ K ← + Punch Raiei Sageki + × 4 × → + Kick ↓ × ← + Kick Dotui Yomai → + Horizontal Slash Chaos Attacks Hyakusashou ↓ ¥ → ¥ ↓ ∠ ← + Horizontal Slash Axl Multi-Hit → > + × + + Kick

into the Dotui

Follow your opponent

into the air with the Raiei Sageki before they

lack of combos with his ability to keep opponents at a distance. The Raiei Sageki is a risky move even when used correctly-AxI hits the ground face-first. The AxI Multi-Hit does more block damage than hits; even if the first three hits connect, the rest of the attack will be blocked.

tou it a distance. No accure up des s







Zato used to be a member of a gang, but

Jump toward your opponent and attack with Horizontal Slash.

Immediately press

Connect with a aerial Invite Hell (using Slash)

Now press Back

(→) and rapidly

was always depressed about how his life turned out. He decided to use a forbidden spell at the risk of his own life to see if he could

improve matters. As a result, he lost his eyesight but gained superhuman senses and the ability to control his shadow. By making

**Drunkard Shade** ↓ & ← + Punch or Kick Climb Darkness ← & ↓ ¾ → + Horizontal Slash, Horizontal Slash ↓ ↓ + Slash or Horizontal Slash A Invite Hell Rise & Fall → ↓ ¥ + Punch Yami Kakato → + Kick Break The Law Chaos Attack → ¥ ↓ K ← → ¥ ↓ K ← + Horizontal Slash

the most of his newfound abilities, he became the leader of a group of assassins. While executing an assassination mission, he was betrayed by Millia. He was captured and arrested because of her treachery. In the dark-ness of his prison cell, he curses the only woman who he has ever believed in his entire life.

This shadowy warrior is the dark horse of the bunch. With some patience and skill, a Zato player will make you pay for your mistakes. He has no projectiles; all of his attacks are extensions of his shadow. This can leave him vulnerable, so attack only when you can guarantee a clean hit. His standing Horizon tal Slash works well against jump in attacks.

Millia lost

both of her parents during the Crusades, She was adopted by a group of assassins and was trained by them to use her hair as a deadly weapon. However, she did

man server distance: mind your oppositent: press stabil.
↓ ≥ → + Slash
↓ ∠ ← + Slash
Any direction + Slash during Living Lancer (change courses of projectiles
→ ↓ ¼ + Slash
↓ v ← + Kick
Slash repeatedly
↓ ↓ → ↓ ↓ → + Horizontal Slash

Use two Living Lancers Quickly dash for-

ward and roll be-

not want to use her abilities for evil. She attempted to take her own life many times but failed. During an important assassination mission involving many members of the organization—including Zato-One-she escaped. As a Souly Zavo and the variet assassing ware arrested, Ividia now knows that she m

in succession from

Millia is the character of choice if you really want to pull out a can of wup-ass. Master her controllable Living Lancer and no one will get in on you. Regular attacks have great aerial priority; counter a jumping opponent with your own jumping kick. Take some time to learn Millia and you'll agree that her unorthodox fighting style is a blossing.

He once had a reputation as the world's finest medical doctor. One day, a patient he as operating on mysteriously died. However, it was not his fault; the operation was sabotaged by his colleagues who were jealous of his ge Mentally destroyed

by this incident. Or. Baldhead suffered a breakdown, was deemed insane and became a serial killer. He was finally arrested and placed in a highsecurity mental institution.

His mental condition remains the same The doctor is quite an odd one. His main advantage right off the bat is his natural ability to avoid many



Jump in with Horizontal Slash, Continue with a Refere No Tsuki crouching Punch, then and press ← ←. Kick. Link to a standing



nent and press Punch + Kick, then ↓ > + Punch to perform the

	- Stasti and Horizone	Destroy attack.
	Souten Enshin	↓ ¬ + Punch
	Souten Enshin Operation 1	↓ to terminate Souten Enshin
	Souten Enshin Operation 2	→ → or ← ←
	Souten Enshin Operation 3	Punch or Kick for a special attack during Souten Enshin
	Metta Giri	→ ↓ ¼ + Slash
	A Going My Way	↓ v ← + Slash
ı	Rerere No Tsuki	← ⊌ ↓ ¾ → + Horizontal Slash
	Yobimodoshi	← ← (during Rerere No Tsuki)
	Chaos Attack	
	Mad Operation	↓ × → × ↓ K ← + Horizontal Slash (in close range)

compones, it is very dirricult to successfully hit the Doctor his stance is very low, if he crouches, it's even to hit him. Not a powerful or quick character, but he has range to keep him in the game. His Chaos Attack can be very annoving—this is one character you don't want to be close to.

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Phantom Soul	↓ ⅓ → + Punch	
Exe Beast	← ⊌ ↓ ≥ → + Horizontal Slash	
Grave Digger	↓ ¼ → + Slash	
Panzer Centipede	→ ↓ ¼ + Slash	
Dimension Seize	↓ v ← + Kick	
Chaos Attack		
Nightmare Circle	↓ ¼ → ↓ ¼ → + Horizontal Slash	

The mastermind behind the tournament, Testament is trying to revive Justice. Due to his Gear enhancements, he has lost his sanity and his wish for peace is now twisted into a plan of destruction. Before his death, Testa-

Testament is another character who has the ability to trap and frustrate opponents. His special attacks seem to have been designed specifically for consecutive use. An opponent can literally be hit by multiple special moves if properly set up. Use the Dimension Seize during a combo or when your opponent has been floored for a sure capture. During Chaos mode, use the Nightmare Circle as much as possible. It has a short recovery time and does decent block damage; if it connects, it'll poison your opponent and continue to inflict damage.







Whether the S.B.T. makes If your opponent double jumps to contact or not, attack avoid it, attack with with an Imperial Ray. the S.B.T.

5,B,T.	← ↓ ⊬ + Kick
Michael Sword	← ヒ ↓ ¼ → + Slash
Imperial Ray	→ ← K ↓ ¾ → + Slash
Valkyrie ARC	↓ >> + Punch (block the counter-attack)
Chaos Attack	
-	e su face su face in a selet l

The Rebel commander of the Gears during the Crusades. After many violent battles, the humans eventually suppressed the Gears and imprisoned Justice in a "Dimensional Prison." He has since been freed from imprisonment by Testament.

Justice is one hard-to-kill Gear. He's extremely powerful and agile. For someone who weighs six tons, he can really move! Between his double jump and triple air dash, he can catch almost as much air as Chipp. The Value of the Common of ies. Justice has a long-range aerial attack; simply press the Horizontal Slash button.



super-secret Gear. What some have learned is that she is one of the remaining survivors of the ancient nation of Japan, which was exterminated hun dreds of years ago. Excluding Baiken, there are no known survivors.







Corner your oppo-Before they hit the nent and hit 'em ground and recover, with the Yozanzsen perform an aerial Yozansen (right after

Keep it up until

Tatami Gaeshi	↓ ¥ → + Kick
Kamaitachi	← ⊬ ↓ ¾ → + Horizontal Slash
A Yozansen	→ ↓ ¼ + Slash
Chaos Attack	
Sanzuwatari	↓ ↓ → ↓ ↓ ¢ ← + Horizontal Slash

Don't let the small arsenal of moves fool you, Baiken is one femme fatale. She may be missing an arm, but she has everything she needs to win. The Yozansen has no recovery time and can be performed re peatedly in quick succession. This attack can result in an infinite combo if done in the corner, if you're not in the corner, you'll have to do a mid-air dash to attempt another Yozansen. The Kamaitachi can less introgration into Comison and Carries normal amount damage. Calker A. Tatami Gazalin Grante with be used at long distances. If you pull it off, Baiken has one of the hottest-looking Destroy attacks in the game.

# CHRILEBASS

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### THE CARNIVAL



If the ball you located is stolen by Bugle, simply turn the ball into a bowling ball and push him into the spikes. Once you've made it past the bars, to the left of the switch is a ramp that leads up to an extra ball inside of a tent. Use the or me switch is a ramp that leads up to an extra ball inside of a tent. Use the ball as a trampoline to reach the top of the tent, where you'll find another ball. As soon as you walk through the door by the juggling chicken, ride the yellow square to your left. At the top, place the ball on the switch and leave it there while you ride the trolley over to the other side. When you reach the other side, smash all the bugs to reveal a switch that raises a ramp toward the exit. When you reach the first game, turn the ball into its steel ball-bearing form and place it in the target area. Now first-ball me square box to lift and drop the ball. There are four lanes here; be sure to

and urby the ball. There are rour annes nere, be sure to thit all of them to collect the Garibs and reveal the next switch. Next, hop onto Dennis' back and use him to reach the Garibs floating high In the sky. Now make your way to the slot machine where you have four possible combinations. Three crowns will open the exit and give you the Hercules potion; use the potion at the "Test Your Strength" game to collect an extra ball. Three frogs will give you the Froggy potion, while three question marks will unleash a glant bee on you.









# DLevel 2

will give

the last

ones you before

vou exit.

you what should be

As soon as you enter this level, be sure to grab the extra ball on top of the tent. To make it past the clown, you must first grab the red star, which automatically returns the ball to you. Then use the bowling ball to smash all of the clown's teeth, allowing you to pass with ease. Be sure to collect the Garibs and the extra ball that fall from the sky. After passing the down, turn the ball into a bowling ball and jump into the pool to teleport to the next area. Once you have tumed off the fan, jump into the pool to celled the pool to celled a garden area. Once you have tumed off the fan, jump into the pool to celled the garden area of t down to the exi-





Ep Level 3

When this level starts, look around to find the platform in the distance filled with Garibs and extra balls, then climb onto Dennis' back and use him to jump over. While on Dennis' back, jump over the tents to activate the revolving doors, allowing you to bring the ball through. When you've passed the swinging ships, an easy way to collect all the Garibs on the way down the slide is to release the ball on one side and send Glover down the other side. If you line them up just right,

you can pick up everything on the first try. When you reach the entrance to the rotating tunnel, use the ball as a trampoline to reach the Sticky Fingers potion. Now you can easily stick to the walls of the tunnel and let it carry you around to find the extra balls at the top. Now carefully maneuver around all the holes in the floor to reach the exit



# THE BOSS



The boss of this world is an evil clown created by Cross-stite Quickly find the red-and-yellow target and

launch the ball at it twice to rel some hilarious attacks. Once you hav done this, the target will disappear and the red light will glow. Now is the time to hit the light and watch the ceiling come down, ending the level.



dy to shoot at moving targ This is a fun level; just let it all fly! Quickly shoot all the targets and Garibs before time runs out to

# **PIRATES**

### Level

The first area where you should look for Garibs is located between the wall and the right side of the sunken ship. Once you reach deep water, look to the left to locate a plank where an extra ball will be wait ing. Transform the ball into a bowling ball so it will sink with you, then locate a large yent with a switch in front of it. Crawl up against the wall and walk in front of the vent, letting it blow you across the switch. This will open another switch on the other side requiring the same procedure. Now locate the ledge above the treasure chest to find Garibs and a target that will open the chest. Before leaving, make sure that you fist-slam the lobster under the water to get the last Garib in this section.

After riding the waterspout to the next level, look to the left where you will find Mr. Tip sitting on the side of a house. Besides receiving useful information from Mr. Tip, around the corner you will find some Garibs. Climb onto Swish's back and use him to chop open the door at the bot

tom of the tower and to remove the mean treasure chest. After the swinging boats, smash all the boxes to receive the Garibs on the inside and to reveal the switch that opens the exit.









forward level in which all Garibs are out in the open and the extra balls are behind the huts. If you cross the falling bridge without grabbing all the Garibs, the bridge will reappear after a few seconds to give you another try. When you reach the pool,

you'll find a switch on the left that allows you to drain it. To the right is a moving platform that will take you to a switch that will open the exit and also carry you to the portal.





39



# Level

When you pass the barrels, you will see a pair of Garibs and a moving platform to the right. Take this platform down to teleport to a secret room where you must use the Sticky Fingers potion to climb the walls. Right before the first checkpoint, turn around and look up to find an extra ball. Past the checkpoint, drop down to find a breakaway wall hiding an extra ball. On top of the house before the wooden bridge, you will find another extra ball.

Follow the arrow; it will lead you to the Garibs under the bridge, When you are finished collecting all the Garibs, you can find the teleport to the left of the net. When you reach the next group of houses, look for a moving platform to the right. At the bottom you will find an extra ball behind a gate that can easily be broken with the bowling ball. Around the corner, climb onto the step and use the ball as a trampoline to reach the net above. Once on the net, grab the Hercules potion so you can move the boxes to reveal a large target. Before you exit, jump on top of the last archway, using the ball to find the last Garibs and an extra ball before you leave.













hits the ground, fist-slam him; repeat the entire process three times to defeat him.



This level may take a little practice to complete before the them open to fill the well. If you fall off a barrel or miss the ball, there is a vent in the center of the well that will send you flying up into the air. Quickly jump around to collect all the Garibs and make

### **PREHISTORIC**



Level 1

Of all the levels in the game, this might be the shortest. After locating the ball and the Garibs, use the bowling ball to smash all of the icicles blocking the exit to gain an extra ball. Avoid the giant bee as you fist-slam the ice to remove the Garibs frozen underneath. On the

way up the slopes located to the left, use the ball to break up the falling snowballs as they come rolling toward you. After safely crossing the bridge, examine the left wall at the mouth of the cave for cracks. Use the bowling ball to smash through the wall here to reveal hidden Garibs and an extra ball. Stun the purple dinosaur to make your way to the exit a little easier.



Collect all the Garibs and avoid the dinosaur that is i

love with Glover. Before you go up the path leading to the rotating stones, follow the path to the left of the switch. Hop on top of the ball and follow this path around; you will find an area with a little deeper water and a cave containing Garibs, an extra ball and a Speed-Up potion. This is your only chance to access this area, because the next step will close the cave off permanently. After passing the rotating stones, find the slabs with the red-and-yellow targets. After hitting all four slabs, the middle pillar will lower, exposing another switch.

After you have lowered this pillar, the cave down below will be sealed off. Now
make your way back to the lake of lava and carefully jump to the top to activate the switch and start the platforms revolving around the

little island. In the next area up, you will find a Speed-Up potion floating to your left. Activate the switch on the platform in the center of the lava pit to start the platform leading to the exit. Make you way to the exit and be sure to grab the Garibs on the two cliffs on the way up

# Level 2

Carefully make your way across the lava flow, making sure to grab all the Garibs. Search behind the rock platform to find or gata an extra season season before you may up once you reach high-tow Garibs before you make your way up once you reach high-er ground, examine the wall by the action of find a hidden area. Use the day to the switch to raise a new platform, then make your way for the next arrow. How switches on top, Use the ball as a trampoline to reach the top where you will find an extra ball floating above. After you reach the extra ball, fist-slam the first switch to lower the platform. Now you can reach the second switch with the ball to raise your next path, Carefully collect the remaining Garibs on your way to the exit, making sure to grab the extra ball just to the left of the portal.







# THE BUS

Have you ever wanted to play "Bowling for Dinosaurs"? Now is your chance to face off against a fireball-spitting dinosaur. It may sound easy, but you really have to watch your step when those fireballs start flying. Wait for the dinosaur to launch his attack, then quickly roll your ball a little in front of the dinosaur so he will walk into it. You have to hit him three times to finish this one



Garibs and make it to the finish before being ned up. This one may take a few tries to finish with all the Garibs. Try to mem-





## Level 1

When you enter this world, jump on top of the wall to the right to find a Garib and an extra ball. Drop back down and time your run through the electricity, grabbing the Garibs along the way. After you pass the electricity, look over the edge to the right to find a ledge with Garlbs, Drop down to collect these, then place the ball toward the left side and jump back up to where you started. When you use the red star, the ball will automatically come back to you. Keep going until you find the Rotor Blade potion, then fly straight up to the platform in the sky to collect the goodies. When you reach the rainbow star, use it to turn the ball into a huge beach ball; you can throw this ball into the

air to collect all the Garibs. After hitting both switches on either side of the door, make your way across the wooden plank to the next area. Here you will have to stun the knights and push the blocks into place in the piping system to reveal a switch. Before exiting, grab the last two Garibs and the extra ball on

the ledge of the house from the switch







### Level 2

Starting on this level you will see Garibs on top of a platform that can be reached by using the ball as a trampoline. After you collect these, look behind the bookcase to reveal a target that will rain Garibs down on you. Before moving the bookcase back, jump on top of it to find an extra ball. Once you enter the room with the fall-away floor, try to stay on the gray tiles. Be patient and the tiles will reappear so you can reach all the Garibs without any problems. Once across, talk to Mr. Tip to find out how to avoid explosionsand be sure to collect the Garibs behind him. When the explosion is over, stand by the gate and carefully line up the ball with the switch. When lined

up properly, release the ball so it will roll over the switch: this will lift the gate for a moment. Once you've made it through, move the wooden block to the left; this will lift the gate again, allowing you to retrieve the ball. Work your way to the exit where you will have to defeat a mummy to open the





# DLevel 3

When you reach the first checkpoint, you will see an extra ball on your right. Be careful collecting this ball, because spikes will pop when you move in close to it. Once you're across the swinging bridge, grab the rainbow star to turn the ball into a beach ball Before the spell runs out, run to the gate and throw the ball over and try to hit the target on the other side. When you reach the area with the mean ball, leave your ball and push



the mean ball over the edge. Now you can ride the moving platform without any interference. In the hallway with the three walls of moving spikes, to the left of the first wall you will find an extra ball on top of the wall. Avoid the two mean

# THE BUSS



Now you'll come face-to-face with Cross-stitch's version of Frankenstein's monster. This area is going to take some patience and good timing. To complete this level, you will have to jump from pillar to pillar without missing. First, make your way to the highest pillar in the room directly across from the switch in the or. Once there, fist-slam the pillar one time to lower it one level; this will cause the pillar by the switch to raise

a level. Next, jump on the pillar to the left and fist-slam that pillar one time. Now jump two pillars to the right and fist-slam one more time. If you've done this correctly, all three of the pillars should now be the same height. Repeat these steps until the center pillar is all the way down and the two on each side are one level above the ground; this is the exact opposite of the way the pillars were when you first entered the room. Now jump to the new highest pillar and use the ball to activate the switch to defeat the boss. If you fall from the pillars at any time, the switch on the floor will reset the room to its original state.



ill be dropped into a haunted maze where you us will be dropped into a naunted maze where you st collect all the Garibs and escape through the portal fore time expires. There is no right or wrong way to uplete this maze; you just need to find a pattern that

# balls on your way to the exit portal.

### Level

"Space...the final frontier." You have just entered the final world. Immediately to your right is a spaceship that crash-landed into the side of a mountain. Do a double jump to reach the top and collect the extra ball found there. There is a lot less gravity in this world, so double jumps can take you to many new heights. Hit the switch on the way down the hill to turn on the wind machines to the left. In the right corner facing the mountain walls, you will see a different color of section in the wall. Smash through there to find a seferst area containing an extra brail. When you reach the center of the secret area containing an extra brail when you reach the center of the secret area containing the secret area of the secret area of the secret area. and hit the switch to launch a missile to open the exit.







# DLevel 2

At the start of the level, turn around and go up the hill to find three Garibs. On the way down the hill to the right, there is a platform that consains a switch. If you look closely at the mountain wall behind the plat-form, you will see a small ledge. At the top of this ledge you will find a Speed-Up potion and a small switch in the floor. After you grab the potion run over the switch and continue toward the opposite wall as fast as you

can, you'll see a new opening there. Continue down the main path to find another ledge on the right wall. This ledge contains Garibs and also leads to a switch. After activating the switch, go all the way back to where you started. Timing is crucial now: When you hit the red-and-yellow switch and the door opens, run like crazy! If anything slows you down on the way to the door, it will close and you will have to start over from







# Level 3

Once you've passed the doors, jump on the conveyor belt and go for a short ride until you see a platform on the right. After you collect the Garlbs, jump back on the conveyor belt heading in the opposite direction. Again, jump off at the first platform on the right; you'll find a switch. This switch will lower a sign that blocks the path leading to an extra ball and Garibs. Finally, take the conveyor belt all the way to the end and teleport to the second floor, where you'll turn on the huge fan. Now you can collect the Garibs by simply walking on air. When you've passed the fan, turn the ball into its steel ball-bearing form and place it in the red square. Now hit the switch to the left, the magnet will carry the ball to the other side, creating a new bridge for you to cross over. Use

the red star and the ball will automatically come back to you. After you pass the next doorway, you will se Garibs on the right side behind the glass blocks. Be careful of the moving floors as you make way to the exit.



# THE BOSS



You may think you're prepared to battle Cross-stitch, but you'll have to take out his greatest creation first. The first step to beating this giant robot is to run behind him—which is easy, because he's very slow. When you get behind him, keep following him until he stops and drops a bomb; after the bomb explodes the robot will remain motionless for a short period of time. Now's your chance! Jump in between his feet and climb into his right foot.

Now you are in control of your very own robot, facing Cross-stitch for the first time. When Cross-stitch arrives-in another robot, no less-he will start to launch missiles at you. Take aim and try to destroy both of his arms while knocking the missiles out of the air. When both arms are destroyed, your next target is the head. Destroy the head and you can sit back and watch Cross-stitch receive

\*\*\*\*\*\*\*\*







to the amount of HP.

### Gear Battles

Gear battles are more complicated and—in general—much more difficult than character battles. This difficulty is caused mostly by the introduction of fuel into the number of other variables you need to worry auction of Iule into the filmber of other variables you need to worry about during a battle. As you battle, your Gear eats up fuel. Once your fuel is gone, you won't be able to do anything unless you charge. Basically, it's all over for you at this point, unless you are very close to beating an enemy or the enemy is very weak. Charging funless you have a special item) only enables you to move for one or two turns before having to charge again, so it's very inefficient to spend any turns charging if you can help it. The kicker is that there is no other way to repend the up of the property of the prop way to replenish fuel except at certain points in the game, and these points are not ever during battles or even between most battles. Further complicating matters is the Booster function that every Gear is equipped with. Turning your Booster on and off takes an entire turn; while your Booster is on, your speed will increase greatly, but it will eat up fuel at a high rate as well. It's inefficient to waste turns turning your booster on and of continually during battles, so in order to keep such actions to a minimum, it's important to keep an eye on both your fuel and HP levels. When you see that you have a large amount of HP and/or little fuel, it's probably not reasonable to use the Booster. However, if you notice that you have a large amount of fuel relative

### Equipment

Another major difference in character and Gear battles is how your strength is determined. For your characters, obviously a combination of your level and your equipment determines how strong they are. However, for Gears, the parts they are equipped with (not your level!) almost exclusively determine how powerful they are. If you're fighting a boss and all your Gears have not equipped the best perts available thus far, you'll be at a great disadvantage. If you find you're having real roblems fighting a certain boss with your Gears, it's probably because your Gears aren't equipped with the best parts you can buy.

**Eerth Mode** 

Fire Mode Weter Mode

### Gear Attacks & Deathblows

While in your Gear, you'll almost always have three different normal

fuel at ten times the normal rate!

attacks at your disposal: Level 1 ( Button, consumes 10 fuel), Level 2 ( button, consumes 20 fuel), and Level 3 (X button, consumes 30 fuel). The more fuel the attack takes up, the more powerful it is. However, the more powerful the attack is, the higher the likelihood is that it will miss. You'll need to take these trade-offs

Senretsu 5 Hegen

way a berore, you am perfeather 3, it gets a little more interesting. You can initiate a Level 1, 2 or 3 deathblow; however, if you're at a high enough level and stay at Attack Level 3 (i.e., don't do any deathblows), there is a probability that your Attack Level will become Infinity on the next turn. This probability is the "Hyper Attack, Level with become imminy on the next current. Ims probability is the ryper Mode" percentage shown on the screen. As your Gear's HP decreases, this percentage approaches 100%. Once in Attack Level Infinity, you'll have three currs until your Attack Level drops to 0. At this point, you'll be able to perform incredibly powerful attacks with a minimal cost of fuel...and you'll be able to charge your



# **Bartholomew**

	-				
Deathblows	5. V.	Maria Maria			
	AP	<b>Button Combination</b>	GEAR		
Heed Hunter	4	△, ×			
Twin Sonic	5	$\triangle$ , $\triangle$ , $\times$	Brigandie		
Rhy hm Shock	5	×			
Dynemic	6	$\triangle$ , $\triangle$ , $\triangle$ , $\times$	The Contract of the Contract o		
Astrel	6	△, _, ×	Charles of the		
Brecer	6	$\square$ , $\triangle$ , $\times$			
Justice	6	X, X	A N P		
Angel	7	$\triangle$ , $\triangle$ , $\triangle$ , $\triangle$ , $\times$	E. C.		
Lend Breek	7	$\triangle, \triangle, \ldots, \times$			
Prominence	7	$\triangle$ , $\Box$ , $\triangle$ , $\times$			
Tornedo	7	$\sqcap, \triangle, \triangle, \times$			
Ethery			100		
	EP	Description	No.		
Wild Smile	2	Accuraty down/1 en	emV		
Heeven Cent	2	Ether attack/1 enem	ey .		
White Lure	3	Turn attacks toward self/1 enem/			
Red Colorne	4	Attack u /self			
Blue Coloune	6	Accura Evade u /self			
White Colo Ine	6	Counter a ainst enem /self			
Wind Mode	4	Add wind to attack/1 all/			

Add earth to attack/1 ally Add fire to attack/1 ally

Add water to attack/1 ally



**Button Combinetion** 

**GEAR** Weitali

6	$\triangle$ ,	$\triangle$ , $\triangle$ , $\times$		
6	Δ,	i, x		
6	٠,	Δ, ×		
6	×,	×		
7	$\Delta$ ,	$\triangle$ , $\triangle$ , $\triangle$ , $\times$		
7	Δ,	Δ, , ×		
7	$\triangle$ ,	□, △, ×		
7	LI,	$\triangle, \triangle, \times$		
7	Π,	1 ×		
7	×,	A, X		
		The second secon		
	EP	Description		
ot	2	Ball of Chi attack/1 enemy		
m	2	Restores HP/1 ally		
	4 Attack u /self			
rce	4 Counter when enemy attacks/self			
r	5 Defense up attack down/self			
	5 Attack up, defense down/self			
	10 Explode with space Chi/1 enemy			
	_	20 Attack enemy stor effects/all enemic		
	6 6 6 7 7 7 7 7 7 7	6 A, 6 X, 7 A, 7		





### **World Maps**

There are two different world maps in Xenogears. Although they look quite similar, once you arrive at the second world map you won't be able to enter many of the areas you were once

the first world map







# Billy Lee Black

**GEAR** 

Renmazuo

	-	Button Combination
Adam's A ple	4	△, <b>×</b>
Gunholic	5	$\triangle, \triangle, \times$
Hell Blast	5	□, <b>X</b>
Nut Crack	6	$\triangle$ , $\triangle$ , $\triangle$ , $\times$
Sky Walker	6	$\triangle$ , $\square$ , $\times$
Devil Blast	6	□, ∆, <b>×</b>
Banfrau	6	×,×
True Dream	7	$\triangle$ , $\triangle$ , $\triangle$ , $\triangle$ , $\times$
Holy Gate	7	$\triangle$ , $\triangle$ , $\square$ , $\times$
Dear Friend	7	$\triangle$ , $\Box$ , $\triangle$ , $\times$
-		THE RESERVE OF THE PARTY OF THE

4	P	Des	cri	'n

Purity Light	2	Removes all effects/1 ally
Healing Light	2	Restores HP/1 ally
Holy Light	4	Restores HP/all allies
Goddess Call	4	Speed up next turn/1 ally
Goddess Eyes	4	Defense up/1 ally
Wind Shield	4	Blocks earth attack/1 ally
Earth Shield	4	Blocks wind attack/1 ally
Fire Shield	4	Blocks water attack/1 ally
Water Shield	4	Blocks fire attack/1 ally
Goddess Wake	B	Removes KO status/1 ally



# Emeralda

**GEAR** Crescens

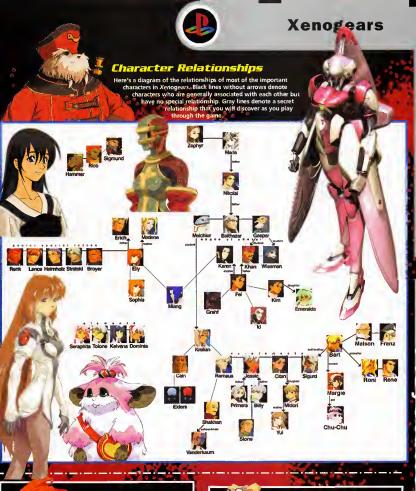
### Deathblows

	AP	<b>Button Combination</b>
Le Cutter	4	$\triangle, \times$
Wave Cutter	5	$\triangle, \triangle, \times$
Leg Spin	5	J, X
Hammerhead	6	$\triangle$ , $\triangle$ , $\triangle$ , $\times$
Grand Arm	6	∆, □, ×
Divider	6	□, △, ×
Flying Arm	6	×,×
Tornado Head	7	$\triangle$ , $\triangle$ , $\triangle$ , $\triangle$
Reycount	7	$\triangle$ , $\triangle$ , $\square$ , $\times$
Dark Beast	7	$\triangle$ , $\square$ , $\triangle$ , $\times$

### Ethery

### **EP** Description

Anemo Dharm	3	Nanobolt (wind attack)/1 enemy
Terra Feist	3	Nanocube (earth attack)/1 enemy
Thermo Gord	3	Immolate (fire attack)/1 enemy
Aqua Aroum	3	Waterfall (water attack)/1 enemy
Anemo Omega	6	Air to plasma (wind attack)/all enemies
Terra Holz	6	Bury alive (earth attack)/all enemies
Thermo Giest	6	Firestorm (fire attack)/all enemies
Agua Dhaum	6	Geyser (water attack)/all enemies



# Rico Banderas

GEAR

	AP	Button Combination
Rico Rocket	4	$\triangle$ , $\times$
Death Drive	5	∆, ∆, ×
Banderas	5	□, ×
Dragon Fist	6	$\triangle, \triangle, \triangle, \times$
Fire Bomb	6	△, □, X
Pile Crusher	6	□, △, ×
Spin Strike	6	X, X
Death Roll	7	$\triangle, \triangle, \triangle, \triangle, \times$
Flame Lariat	7	$\triangle$ , $\triangle$ , $\square$ . $\times$
Hell Splash	7	$\triangle$ , $\sqcup$ , $\triangle$ , $\times$
Ethery		
	EF	Description

	EP	Description
Steel Fist	2	Attack up/self
Steel Body	2	Defense up/self
Steel Spirit	2	Ether defense up/self
Steel Mettle	4	Gatling spirit shots/1 enemy





Rankar 480 HP

While in Ble

your party will eventually sepa-rate, and tha action will continually switch back and forth between Fei's ment and Bart's sneaking into Fatima Castle. All of the tournament cometitors are pretty easy





Wyrm can only be damaged via Level 1 deathblow attacks. Brigandier 800 HP

Gonzales

anything spe-cial. You should be able

to beat him in

400 HP

Big Joe

You'll be seeing a lot of Big Joe in various places through-out the game, although this is the only place where you get to fight him. His attacks are

him by about 140 HP per turn. Save up your AP for a big combo so he won't have an

Calamity is the first sensus boss youll face. You call the call the part of the call and the best down parts with the call the parts of the call th

Scud

damage you much, and she can heal as

ere is the

best strategy.

make while in your gears, so just attack every turn until it's over. After this battle, you'll be taken to the Yggdrasil and Bart's Lair.



ingly powerful. Keep you HP above 100; otherwise,

his superpowerful attack

just use the most powerful death-

in Bart's Lair, you'll have to fight five battles with out any breaks in between, The first four battles are really easy; each one should take only a few Sword Knight

Aegis Knight
700 HP
4.500 HP
4.500 HP
Calantly, ell you
Calantly,

Attack Level reaches 1.



You won't be able to inflict any dam-age on Wiseman no matter what. The battle will



nyain Gun
1,800 HP have to battle a big gun
on a sandcruiser flanked by gun
sand focus all your attacks on the big
one. You
should be
the beat

After rescuing Margie in Fatirna Castle,

Factine Castle, Bledavik, Ahre recoing Margie in Fairna Castle, Siledavik, Ahre recoing Margie in Fairna Castle, You'll reconstruct Ramuss on the way out. Soo IHP. 1,000 IHP. 0.00 jb but will be in your party, Margie will be there depend on her to keep you IHP was not you won't be able to control her climborly, from the Marging bids side, but all the doct is core him. If you recoil to the control of the cont

point. When he does this, don't attack! You should spend these turns either curing or defending until he changes back to his norwill have twice as much HP, and Milang's cures will be even more powerful. Fortunately, you'll also have Fei in your party, so your friepower is doubled as well. Use the same strategy to beat him.

Aftery in Nortune
After a number of scenes, you'll find yourself in an alley in Nortune, where you'll have to fight yet another series of consecutive battles. Fortunately, most of these battles are easy. Use a 28 AP combo to beat Varges—and be aware that most of Suzarn's ottacks will halve your HP.

Leonardo

Heinrich

500 H Vargas

> Rico ? HP

Once you get to Rito, you'll be forced to lose



White in Nortune, you'll have to fight a whole bunch of special right a whole bunch of special battles in the Battling Arena mini-game. Most of them are fairly easy. For nearly all of the battles up to the semifinals, you can pretty much stand next to and start attacking your oppo-

and start attacking your oppo-nents as they recover from a knockdown and get a number of practically free hits in. You shouldn't dash, except in very small bursts, and use the shoot button only when your op-

button only when your age ment is either level with you or above you (otherwise your shots could hit the ground instead). For the tougher oppo-nents, if you use hit-and-run-style tactics—actually, it's more like hit-hit-hit-and-run!—you shouldn't have any problems.

Wand Knights x 2

After you reach the top of the mountain cave and walk outside, you'll have to face three tough battles against some familiar foes.

Claw Knight, Sword Knight, Aegis Knight

Defeat the Sword Knight (the red one) first, then go after the Claw Knight (yellow), then the Aegis Knight. Concentrate all your attacks on one enemy before moving on to the next

2.500 HP

Vierge is tough to baat, primari-ly because your HP and fuel will not be replenished from the

erful. What's more, Vierge is pretty fast, so your X attacks will tend to miss. Don't use Booster, as you'll need every drop of fuel for this one. If you don't have at least half of your fuel and His by the time you reach this point, Vierge v be extremely difficult to destroy.



really hard.





4,300 HP Radrum is extremely tough. He can steal all of

a character's HP and use it to heal himself. You'll want to have a lot of Zetasol before you face this guy, since you will be reviving your charac-ters guite a bit. He uses Fire elemental attacks also, so Water elemental effective against him. This is probably the





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## Chu-Chu

NONE

GEAR NONE

Forest Dance	2	Restores HP/1 ally
Culen Prayer	2	Removes h sical effects/1 all
Mrym Prayer	2	Removes mental effects/1 all
Play Dead	2	Enemy ignores you/self
Maiden Kiss	8	Removes KO status/1 ally
Forest Wind	4	Project air (wind attack)/1 enemy
Earth Gnome	6	Call Titan (earth attack)/enemy area

Ancient Myth 10 Mystic Power/all enemies

**EP** Description

After the Kislev Sewers, you'll have to fight a few more Battling Areas buttles, and then you'll face Wiseman again after a few more events. You can use 15 # AF combas very effectively in this bottle. He can inflict up to around 50 HP of claimage part turn, so keep your HP well above this level and you should be fine.

The final battles in Nortune will be against the same guys you already fought twice before. Although this time they are powered-up, they're still very easy to beat. Ranker R Dominia

600 HP

Aegis Knight R 1.800 HP

Sword Knight R

Claw Knight R

Wand Knight R x2 1.800 HP

Just before this battle, you'll have the option to save your game, plus your Gears' stats will be restored. Occasionally, the Hecht's canwill be restored.
Occasionally, the Hecht's cannon will appear and it will sit
around for a few turns before
launching a devastating attack.
However, don't be tempted to
attack it! The battle will be easier
if you concentrate on







d kicks your party's butt

Seraphita, Tolone ter reaching the end of you irney into Zeboim, you'll counter Seraphita and lone. Focus your attacks on

Seraphita first, since she's the weaker of the two. After beating these two, you'll have to return all the way back to the entrance of Zeboim. As you try to leave, you'll encounter id....

### **Goliath Factory**

During this battle, you should have plenty of fuel, so you will want to turn everyone's Booster on in their first turn. Attack Level 1



# Haishao (Dominia)

Bladegash (Dominia)



Remain, except distalls to the previous encounters you've had with Remain, except that now everyone is in Gears. Mixing will be there in her Geas to care him, and he'll also be changing his stance every so often as well, so its wire to use the same strategy as brider. You should use see that the same strategy as briders to see that the same and the same strategy as briders to be so that the same also if giant Gears can reach attail. Level 3 goat should defining, save un for Level 3 deathblows.

ers HP very quickly ly via killing your pa

Billy's button attack to inflict damage to the Giant Wels. The other characters'





U. on leavin. Zeboim ... u'll be back on the Yggdrasil. After speaking to Fei (he'll be next to his Gear), you'll

Fel (hard ble next to his Genit, yee?)
Alkandhol. This is the first bittle where you will cally need to equip
your Gears with some parts that can restore Gear His For the first faw
rounds, you wan't be able to drings than at all, so don't be discovered
inger that will have your His od only the machine the property of the property of

Bable I were is made up of two huge sections with lots of difficult jumps. At the end of the first section, you'll come to a small room (the relay station), Here, you'll have to search a small open box sittached to one of the walls of the relay station in order to activate the shuttle ou'll finve to walk outside of the relay station and get back into you'll be able to find it. After the shuttle lid, you'll have to fight Ramsus once again.





# Wyvern (Ramsus) 5.000 HP

As usual, miang will also be around to cure him (about 1,200 HP each time). This bat-tle is pretty easy; Level 1 deathblows will be enough.





a attacked by enemy forces. You'll have to reach the gear dock via some shafts. The shifts are it is collection of failures must coll by spiral satisfaces. At a collection of failures proceed by spiral satisfaces. At a collection of failures by bollon moving on. There's a save point right after the shafts, so you don't have to explore the area fully the first enthugh. You'll then have to go formula a section outside of the city white some more tricky impos, and you'll enthusly, poor hank at the entrance of Shavet. After a number of events, you'll have to light four hattles, one or the other if you clears have all the bost parts, these lights will be easy. Since all of them are short buttles, you outd minestotely turn on your Gears Soosters in each of them.

## Generator 1 Solaris Guards x6,

Littlefoot x2 10 HP 500 H Use Elly for this battle. Using your Aerods attack, you can take out all of the Solaris

# Generator 2 White Knights x3







Avalanche







"Achtzehn" is such a cool sounding name, Unfortunately, it didn't seem so cool after I found out that it simply nears "sixteen" in German, Unremarkely, Marish's Gear, German, Unremarkely, Marish's Gear, Achtzelba turns out to be quite vinny, as this battle is almost impossible to fore. After beating him with fuch Chu, you'll have to fight him again with Marish's Gear. After both battles are over, your char extre will be able to use new decilibelow abilities, and the Vigotarali will be able to fly.





















Here, you will have to fight four battles consecutively in two different places. Your party will be split up, and you won't have any opportunity to save or heal in between each one. This sequence of battles is probably the second harders! is the comme hardest in the game

### Crescens (Emeralda)

hard at all, even though Crescens has a lot of HP. After this battle, Emeralds will join this battle, Emeralds will join party and you'll end up beck in Shevat. At this point, if you talk to Queen, Eaphyr to kave for Solaris, you'll never be able to return to the first world map (and many of the towns) ever again.



### Bladegash (Dominia) Marinebasher (Kelvena) 5,000 HP, 5,000 HP

Defeat Marinebasher first, as she's the one that does all the healing. the one that does not the realing. Remember to conserve your fuel the first time, since you'll have to fight them twice. Go for Level Infinity deathblows, as it's the most efficient way to attack.



Grandgrowl (Seraphita), Skyghene (Tolone) 0 HP. 5 000 HP

For some reason, these two ene-mies are much easier to beat than those in the previous battle. Defeat Skyghene first, since her attacks are more powerful and she has less HP.





This is the last battle you'll fight in Disc 1, and it's a tough one. Both and it's a tough one. Both enemies are powerful, although Executioner is more annoying since he can kill your characters more quickly. Take him out first, then focus your attacks on









### ndetta (Ramsus) 10,000 HP

or really easy parties inter-spersed between a bunch of cut scenes. Ramsus is back for this battle, but this time he's alone. It should take you only three or so turns to beat him.



Next, you'll watch a cool Next, you'll watch a cool sequence as the Yggdrasil trans-forms into Super Dimensional Gear Yggdrasil IV! You'll have to use it to fight another insanely easy boss, Ft, Hurricane.



### Sufal x4, Sufal Mass

Although the Sufals here have much less HP than the Sufal Mass, you should kill the Sufal Mass before all of the smaller Sufals are destroyed. Otherwise, the Sufal Mass will

start using some very pow attacks on your party,













In the first Anima Dungson, the Activation Code for Door Lock Area B is 0, 3, 2, 0. Once in the Central Elevator, you'll have to input another code at each of the four tenninals surrounding the elevator. The codes are as follows:

and right of mid and proceed further and proceedings and p



The Elements make their final appearance by combining all their Gears into one huge Gear. Concentrate on inflicting as much damage as fast as possimuch damage as fast as possi-ble; don't worry about your feel levels. Yurn everyone's Boosters on and use the button for normal attacks, as your % button will mostly miss. Keep using Fei's system ID; they should be defeated around the third time you use it.











The second Anima Dungeon contains some tricky puzzles to solve. In the first area you appear in, you can move the large block aside to reveal a small door your characters can go into. Once inside, you'll find a small room with writing on the walls and three holes at the far side of the room. The key here is to get three stones to fall into the room so you can push them into their respective holes. One of the messages on the walls will read "4 steps south, 10 steps west," From this point, if you make read "s' approximate from of the message on the walls will be saidly different to the walls will be saidly this movement, a stone should fall from the close of the message say. Those the back of the stone pillars in you do this, a second stone should fall from the close of the saidly faller. You can usually saidly say that you want to the stone pillars if you impri in pince the third stone should appear. If you impri in pince the third stone should appear advance to the next area. The saidly saidly say that the saidly sai

Further sheat, you'll find a series of similar ooms.
The first is a bladwy inded with the sound chears, You
on go shead and get the lense incide, but watch
out, brucuse there are trapdoors in front and behind
a sich chest in the hallway. Once you get to the end, go shead and fall through the last trapdoor and point the
D pad in the "cast" direction. This way, you'll fam do an alided incide institute of falling all the way to the bot

tom. In the next room, a platform with spikes on its bottom will descend from the ceiling. Wait in the center of the room until the spikes fall completely—there's a hole in the middle of them—then jump up to the platform. If you will a few moment, the spike he do will more back up and early you to the top where there's a door leading into the next area. One will be a spike to the product two on each side of the pool. If we saisfign numbers to the switches on the leftmost switch's "1" there and its switch on the floor is "2", the middle-right walken on the floor is "3" and the rightmost one is "4, then you'll need the pross the switches in the following order 4, 3, 1, 2, 1, 2, 4, 3, 7, 2 in order to solve the puzzle. At this point, the lake outside will drain and you'll be able to progress further.



After you inflict 25,000 HP damage on Hammer, he'll start to turn red and you'll be able to escape from the battle. If you don't accapa, he'll explode and kill everyone. It is technically possible to defant him before he does this, however it's extremely difficult unless your characters are at an abnormally high level.

# **Xenogears**







oo kin oo to allow min oo kin oo kin

Alpha Weltall (Grahf)

You can't win this battle, so just let Grehf kill you.

Any of the left and you'll be able to till him in the late to the late to till him in the late to the late to till him in the late to the late to till him in the late to till him in the late to the late to till him in the late to the late to till him in the late to the



In the next two battles, you'll have to face Ramsus and Milang for the very last time. Unfortunately, this is the hardest sequence of battles in the game. Ramsus sirt too hard by himself, but since you have to face Milang immediately afterward with reduced resources, you may have to play these battles a few times before winning.

Amphysvena (Ramsus)



### Opiomorph (Miang)

While batting Minan, you should leave your Boostors off, unless you have well over half your fuel loft. Also, don't use System ID at all. You're going to have to spend a number of turns curing your Gentre attacks are every powerful—and an author of turns curing your Gentre attack are every powerful—and activated to the same attack strategy your used against Romsus in the previous battle.



This fight is fairly long, but easy. Just keep attacking until he's finished.



Here, you'll face Grahf with just you will be in a new Gear called Xenogears. This puppy is always at 99% Hyper Mode, so you'll be practically spending all your turns in Attack Level Infinity anyway. Use your Booster right away and Use your Booster righ Grahf will fall easily.



made up of an upper level and a lower level. The lower level is a bit



the exit. There aren't any items in the dead enth or other sections of Davis, so you don't need to cover every single into drift be place. On the maps, exits that cannect to each other are mainted with the same letter. Once you reach the lowest point (after exiting, the second area), you'll be in the same foom you were in just before lighting. Remass for the last time. If you talk to the Goar shop in the each halloway, you'll be able to return to the world maps. Detection that they are the property of the exit time. If you talk to the Goar shop in the east halloway, you'll be in the same form you have property of the property of the control of the control of the control of the control of the four of the four of the four of the four of the control one of Dewes's functions. You can just the control of the four of the control one of Dewes's functions. You can just the control of the four of the f

the orks and go for the center (not a paole died, no you can take out the surrounding orbs third. Since you can change characters, the orks and go for the center (not a paole died, no you can take out the surrounding orbs third. Since you can change characters the orbs (look the same, so you can't tell who you're going to fight, but you can deduce it. While you characters converted in this room, the orbs will be sphring around. Make the conversation person as quickly as possible by springs 'repeatedly. When you have control of your characters, the orbs to your left should be Metatron is transfel, followed by Mariter and Hariter.
Knowing their locations, you can choose which ones to destroy and which ones to accid. Saw your three strongest characters for beau, and us you weeker ones to distroy the ords. After beading any number of orios, if you don't think you can Market and Sandel.

Metatron Controls Deus's Earthly Anointment

This guy is the toughest orb of the four to beat. In fact, it won't be a big disadvantaga to you if you avoid him, since he's such a pain.



Harlute is a bit tougher than Sundel, but still pretty easy. The Heaven Anointment technique can inflict a range of status effects on your Gears, none of which ere terribly damaging.



Controls Deus's

Sundel is really easy to beat; you should use your weakest characters to take this one out



### Mariute Controls Deus's





designed have no much totalle, as long at the characters you brong into this battle haven't been used for any of the previous ones. Foll should definitely be here, as the's most probably your storagest character. Don't use Boosters, so you can conserve your used for healing proposes, and allow your characters to get into Attack the proposes, and allow your characters to get into Attack the proposes. The proposes in the proposes in the proposes of the proposes of the proposes.



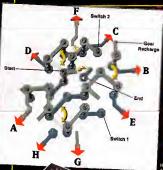
Well, it's the last battle, You'll have to fight thobotics with just fel by himself, fortunately, even if le was damaged in the fight with Deas, his HP and fuel will be restored automatically before the bot to begins. You wen't need any special to begins. You wen't need any special to begins. You wen't need any special to be a supplied to the second of the second of the second of the second of the last instance to a state outly upon used. Attack level Infinity, at which point you can use your Kithin death-blove to infinite 599 HC damage per frum. You should be able to linish him in about ten turns.

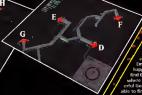


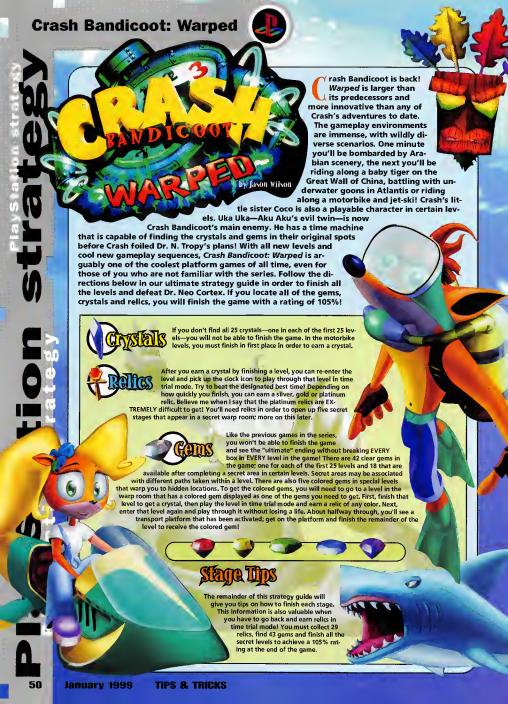
Battling Arena
You can go back to
Nortune, and the Battling
Arena will still be there.
You'll now be able to choose from a large vari-ety of Gears to battle with in exchange for items and there's even a two-player mode!

TIPS & TRICKS











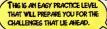


# Level 1: Toad Village

The weak swinging swordsman is easily defeated by

The weak swinging swordsman is easily waiting for him to spin his sword once. Use Crash's spin move to annihilate him afterwards. Jump on the "?"

platform to enter the bonus level. If you lose a life in any of the game's bonus leveles, you will lose all of the fruit and extra lives that you earned in that bonus level.







# Level 2: Under Pressure





For the first time ever, Crash dons scuba gear to go underwater and find one of the crystals. Controlling Crash is tricky in this section; one spin move will launch him forward recklessly. The giant chain mechanisms located near the bottom of the ocean can be easily avoided by swimming through their chains. Wait for the spinning spikes to pass and swim through the large tube. Grab a ride on your underwater fishmobile and head to the next tube where two platforms of spinning spikes await. Swim around them carefully to reach the bottom opening of the tube, heading towards another fishmobile and the exit.





# Level 3: Orient Express

Your first time controlling Coco on a baby tiger is a doozy! Holding the #B button will allow you to maintain super speed, but use this with caution; it's only necessary if you are trying to go one of the relics in time trial mode. Your objective here is to break all of the boxes. The barrels that are raised above ground by pillars are used as decoys for the holes in the ground that you're supposed to jump over. Stay to the right

when you spot these pillars in the distance and jump over the gorges. Some of the Komono dragons rise above you, leaving you cause to ignore them instead of leaping over them. Jump on the trap doors that open to bounce to upper sections of the bridge and find the other hidden boxes!

### Level 4: Bone Yard

THE NUMEROUS FIRE PITS AND GLANT ARMADILLO CHASE
MAKE THIS THE MOST CHALLENGING STAGE YET!

Watch for the shady characters lurking below the lava pit; you can jump on top of their heads to stop them. A second armadillo will chase you, and fallen trees will be added to your list of obstacles. Jump over them cautiously,









# Level 5: Makin' Wayes

Coco's back, this time on a jet skil Maneuver your way through the bombs (marked with skulls) and be careful of the bombs that are strategically cupped in groups of three. Slow down to gather up the items in the boxes and keep a close watch on the directional arrow at the top of the screen. If it is not in a downward position, you are going

TIPS & TRICKS

the wrong way and there will be no other way for you to get your bearings until you are back at the beginning of the game!

BOSS: Tiny Tiger

After Tiny Tiger bounces around a bit, walk under him every time he jumps, then use your spin move to knock him down. He will climb back onto his throne as lions come out of their confines to

nab you. Simply jump over the lions and wait for Tiny Tiger to repeat his predictable fighting method for an easy victory! After defeating Tiny Tiger, you will obtain the ability to do the Super Body Slam!











Level 6: Gee Wiz

AIRLY SIMPLISTIC LEVEL THAT CAN BE **GPED THROUGH** WITH THE GREAT EST OF EASE.







Watch out for the wizards and the spells they hurl at you. They are fairly quick and usually not prone to mistakes. The jumping frogs will kiss you and turn into princes if you get too close. Jump over the gaping





# Level 7: Hand'em High

This is not an easy trek to get through. Many ludicrous jumping techniques will have to be mastered in order for you to get though this level unscathed. Hold the D-pad Left when you jump on the flying carpets that are settled in the air, then hold Right when you jump to the second carpet. Make sure you jump on the furthest left edge of any other flying carpet when going forward to leave room for error in

case your jump goes awry. Jumping up will allow you to climb the ceiling; pressing **Down** on the D-pad along with the × button will allow you to drop. Going too fast through the ceiling level may cause you to get smashed by the erratic caterpillar scurrying about. The vellow gem is located in this level as well.



## Level 8: HOO Ride

Crash puts on his motorcycle jacket and gets ready to rumble! The only way to finish this level is to achieve a first-place rating. Green speed bursts are located throughout the course; use these to catch up to your adversaries and jump on the ramps to barge through all the boxes. Police cars are strategically placed on the left and right sides of the road during some curves; it's up to you to decide which way to turn in order to avoid them









# Level 9: Tomb Time

Finding Aku Aku in this level is a near necessity. From the moment you start running, a mean gator is jumping at you from a pit below, snapping away and looking for an early supper. Watch his left-to-right movement and jump when he dives back into his hiding spot. The jumps must be well-timed and precise or Crash will fall into a

pit of despair. If you have already obtained Crash's Double Jump, you can go back to this level and get another Aku Aku after coming across a fork in the road. Oil will make Crash faster and uncontrollable in some locations. Stay as close to the walls as possible to avoid any unforeseen mistakes.



### Level 10: Midnight Rul

Similar to Level 3: Orient Express, except the scenery is a nighttime skyline. Coco and the baby tiger will have to jump over an array of barrels to avoid getting pummeled. The barrels that are placed on pillars are nearly unavoidable, so it's important to control your jump and watch your landing area. Remember, it's not necessary to obtain all the special items





the first time you try to finish a level. Doing so can cut down on th<mark>e amount of fun you'r</mark>e having and cause you to lose a lot ol lives for no good reason.



At first it seems that Dingodile is invincible, but with a bit of patience you will be able to memorize the move ments of the ice crystals that surround him. Once you've got the pattern figured out, beating this boss is a relatively















# Level II: Dino

The Crash lookalikes can be stopped by jumping on top of their heads after they stop spinning; you can also slide into them or shoot 'em with the bazooka





when you get it. Time your jumps over the lava pits and you should be fine. If you have the yellow gem from Level 7, take the yellow gem platform to the alternate path; you'll eventu-

ally enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32!







# Level 12: Deep Trouble

Continue onward with your fishmobile and blow up the nitro boxes. Watch the rotating blade and swim clockwise around it to get through the tube. Wait for the whirlwinds to subside and you should have no other difficulties getting through this repetitive level. The red gem is located here as well.



# Level 13: High Time

The purple gem is located in this level as well.

Jump carefully on the "up" arrows and point the D-pad in the direction you wish to land after bouncing on the flying carpets. You'll encounter ninjas who throw the molotov cocktails at you; either wait for them to finish or use Crash's newly acquired double jump to sail freely over them. Many obstacles will confront Crash in this stage, but there's nothing his spin move can't handle. Near the end of the level, a knife-wielding lunatic will attack! Double jump to land on him, then carefully jump across the remaining flying carpets to safety.





THIS LEVEL IS EERILY SIMILAR TO LEVEL 7: HANG'E











# Level 14: Road Crash

Crash has more craters in the road to watch out for...and more police cars on the lookout. Near the end of the race, stay to the middle of the road to avoid turning into the three ditches that are placed on both sides of the highway. Keep an eye on the yellow road signs to get an idea of when to make crucial

turns. One of these signs is very special; near the middle of the stage, on the left side of the road, you'll find a sign that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco!



### Level 15: Double Head

The huge siamese twins swing large baseball bats, but can't seem to stop Crash from jumping on top of their heads. Do this to get out of trouble—and steer clear of those kissing frogs!





N. Tropy's pattern is annoying at first, but

is still quite simple to beat. He will begin by throwing a series of fireballs at you. Avoid these by jumping over them when they come at you, then double jump over the red laser beams that follow. You may opt to double jump over everything if you haven't figured out the timing yet. N. Tropy will then lay out a pat-

tern of blocks for you to jump over to the other side. Use your spin move to knock him down, repeating this pattern two more times to stop him completely. After defeating N. Tropy, you will have ob-

tained Crash's Death Tornado Spin!









# Level 16: Sphynxinator

OBVIOUSLY, YOU WILL TAKE THE ROAD TO THE RIGHT WHEN YOU FIRST WALK INTO THIS LEVEL! Keep moving formand and you will notice a moving coffin. Use your spin move once to reveal a mummy, then

move once to reveal a munimy, then spin again to obliterate him. Stay to the right when passing the oil and nitro, then double jump across the moving platform. Watch for holes in the ground; spikes will

appear out of nowhere. Midway through the level, spotlights will coinded with spikes that flare out of the wall. Jump over and around these spotlights to avoid the loss of a life. Near the end of the level, you'll find numerous flower pots. They seem harmless at first, but when you sneak closer, little people will appear and throw things at you simply use the spin move to barrel through them and get to





# Level 17: Bye Bye Blimps



the end of the level.



Coco takes to the sky like the Red Baron, attempting to destroy the seven blimps needed to advance to the the next stage. Use your Barrel Roll to avoid bullets from enemy planes and shoot them when in immediate sight.



# Level 18: Tell No Tales

Coco again! This time she's back in the water, and the layout has not changed at all. The immense ship is still intact and still hurling bombs at Crash's sibling. Watch for the ramps that vault you into the air and over the bombs—and keep an eye out for the sharks, since they blend in quite well with the color of the ocean.







# evel 19: Future Frenzy

Watch the moving floor that lies ahead and calculate the amount of time between each red laser beam; this should get you past the first area with ease. After taking a special warp disc, you will have to double jump over the red barbells and hop on top of the UFOs. Wait until the shell-like spikes have gone back into hibernation, then jump on top of them to pass safely. This level is time consuming, but not difficult.

### Level 20: Tomb Wader

FRUSTRATION GALORE! This is the most difficult level in the game, no question about it. At the beginning of the level, you will notice a spinner that will open doors that lie ahead. It is crucial for you to choose the right instant to go into the water to open the door; if your timing is off, you'll drown. Jump around or on top of the bouncing spiked lunatic,





then head on to the perils that await! Jump on the silver pillars and wait for the water to sink to a level where it is feasible to walk through. Slide through the enemy with the big shield to pass through him. The second time you encounter him will be tricky. After the water level has been lowered, jump over the gaping hole and slide immediately; anything else will lead to automatic death. Jump on the pathways that open from the wall for safety as well. The blue gem is located in this level.



N. Gin is not your typical boss character. In fact, this marks the first time in a Crash Bandicoot game that Crash doesn't actually fight a boss! His sister Coo takes his place with her very own spaceship. Holding the Obutton will allow you to fire at N. Gin; shoot at both

After you defeat the first spaceship, N. Gin will attack with a much larger model; this one has seven different sections to blast. Annihilate the bottom sections, then blast the top five while avoiding the crystals; they are invulnerable to your fire and can only be dodged by heading to the opposite end of the screen and waiting for them to explode. After defeating N. Gin, you will obtain Crash's Bazooka,









which can be used to take enemies by surprise!





### Level 21: Gone Tomorrow





MOVING PLAT-FORMS DOMINATE THE COURSE OF THIS LEVEL,

> Watch the way the floor moves to determine when to use

Crash's double jump.
Huge monsters will throw
beams at you from across

a moving platform. Stand in the middle of the platform, then use Crash's bazooka when the green bullseye appears.

# Level 22: Orange Asphalt

This time, Crash and his motorcycle face an obstacle course that includes police cars moving back and forth. Try to obtain all of the speed bursts and avoid the tight turns. In time trial mode, your best bet is to wait a few seconds and let all of the other vehicles pass, then gather the dock to start the time trial. This allows you to finish the course without having to bump into other cars!









# Level 23: Mad Bombers

Pay close atten-

tion to the size of each enemy plane in order to gauge how close they are; you must shoot them as guickly as possible to take them out.



Use your bazooka to knock out all of the sword-wielding enemies and the ninjas that hurl fire from above. You will come across a flying carpet that will cause you to bounce. Use the dhould jump to make it up the platform. Further along, you'd notice four lanes of flames that appear. You can either beat the ninjas with a bazooka or move forward once the flames have subsided. This takes a bit of practice, but is still a safe





method as well. The two carpets that move counterclockwise can be easily avoided by jumping on any of the two, then double jumping forward to move across the plain. The green gem is located in this level as well.



# b Level 25: Bug Lite

The final level before fighting Dr. Neo Cortex is fun and simple. Gather every firefly you see; if you don't, you won't be able to see where the ditches are in the ground. Quickly jump over the platforms that are bridges to the next level; they will cause you to lose your footing if you are not careful. If you get hit while a firefly is helping you, you may lose it if you do not gather it Immediately before it leaves.

# **Neo Cortex**

A thin laser line is the first sight of Neo Cortex's attacking methods. Stay near the back of the room and jump over the laser, then dodge the red beams that the boss fires at you. When he begins to throw mines, watch the blue shield that sur-

rounds the circumference of his body. When it begins to disappear, use your spin move to knock him into the black hole in the middle of the screen. At this point, two Aku Akus team up to form a twister that becomes your new method of attack. Use the same pattern that allowed you to knock Neo Cortex into the hole the first time—you should be able to defeat him with little difficulty. After defeating Neo Cortex, you will be awarded with the









AFTER GETTING ALL THE CRYSTALS FROM FINISHING THE FIRST 25 LEVELS. STAND ON THE BLUE FLYING SAUCER IN THE MIDDLE OF THE WARP ROOM AND YOU'LL BE TAKEN TO THE SECRET WARP ROOM, THE NUMBER OF SECRET LEVELS THAT ARE OPEN IN THE SECRET WARP ROOM DEPENDS ON HOW MANY RELICS YOU HAVE GATHERED IN TIME TRIAL MODE: FIVE RELICS ARE NEEDED TO OPEN EACH SECRET LEVEL.



### Level 26: Ski Crazed

The sunset is over the horizon and the first of the game's secret areas has been revealed. Watch for the bombs that come out of the boat and take sharp turns on the sides of the borders. Triple sections of bombs block your path as well; steady your bike with slight turns behind each section of bombs to avoid error. You will need to have this entire stage memorized before taking a shot at it in time trial mode. The complexity of the ramp jumps is intense, but they are the key to maintaining a good time at the end of the level.







# Level 27: Hang'em High

This level warps you back to Level 7, but not without a challenge first. If you were good enough to finish Level 7 unscathed, you should already have received the yellow gem. You'll start this secret level with Aku Aku at your side. This is helpful, because you will eventually reach a section where you have to double jump over Nitro boxes, eventually getting pummeled by one of them at the end.

### Level 28: Area 51?

CRASH IS BACK ON THE MOTORCYCLE! only way to see what's going on is to view the directions of the cones. The barricades will warn you of the gaping holes in the ground. Keep a watchful eye for the few ramps that appear; without these, you will be unable to maintain a good time in time trial mode.







# Level 29: Future Frenzy

This level will warp you back to Level 19. Make sure that you jump at the end of the conveyor belt, then double jump to make it to the other side. Take out the UFOS with your bazooka, then take a ride on the flying saucer to make it back to the middle of level 19.

# Level 30: Rings Of Power

NOTE FOR TRIVIA FANS: THIS STAGE IS NAMED AFTER AN OLD SEGA GENESIS GAME THAT WAS DEVELOPED BY CRASH CRE-ATORS NAUGHTY DOG BACK WHEN THE COMPANY CONSISTED OF TWO GUYS IN A MASSACHUSETTS GARAGEL

Race through the rings and against the other pilots to get first place. You will need to pass through 30 rings to finish the level, all the while attempting to pass the other three pilots who are extremely difficult to see! The best way to maintain speed is to use the barrel roll after going through a ring. This will give you a burst of speed for a short time, which is quite helpful in time trial mode!





















SEE LEVEL 14: ROAD CRASH FOR INSTRUC-TIONS ON HOW TO AC-CESS THIS SECRET LEVEL







SEE LEVEL #: DINO MIGHTLEOR INSTRUC-TIONS ON HOW TO ACCESS THIS SECRET LEVEL



levels is more like a bonus round than an actual level. Simply jump on the baby dinosaur and collect as many Wumpa fruits as possible while leaping across the ledges. To jump across long bounce on top of

of the secret



stretches of terrain, the pterodactyls for an extra boost. This is the easiest of the time trial modes; a platinum noticed stand for simple annigh to

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# Hey, you—listen up! This isn't your typical "review/preview" section.

isn't your typical
"review/preview" section.
The purpose of Select
Games is to show you a bunch of
games that are out there—or are
coming out soon—so YOU can
decide which ones you'd like us to
cover with in-depth strategy guides
in future issues! See that postcard
that's stuck between pages 66 and
677 Rip it out and write down the
names of the games you're interested in. Drop it in a mailbox; we'll

total up the responses and give you

the kind of coverage you asked for!

Pick it!
The elite "Tips & Tricks Pick" is
given to those select few

games that are highly recom-

mended by the 787 staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered 'review-able' by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!

### " Wasen for is

Games with the Super Import symbol were only available in Japan at press time. Be on the lookout

989

for a possible American release sometime in the near future!

# DUKE NUKEM: ZERO HOUR GT Interactive • 133 Quarter 1999 • 1-4 Players















West (the only repeat from

Time to Kill), New York (present day and future)

and Victorian England among others. The Duke will have his hands full with more allows sum and—best of all—an evil doppelganger. Our porty-mouthed bruiser will have to defend and rescue such real-life historical figures as George Washington and others from specific time periods. The game's developer, Eurocom, has had a lat of experience with the N64; if Zero Hour is as well-programmed as Eurocam's Mortal Kombat 4 conversion, we'll be in for a wild ride. No announcement has

been made about possible Expansion Pak support, but we'll keep you posted.





Duke steps into the future, and man, is he pissed.







Intimidation and paranoia: In Syphon Filter, you not only have to out-maneuver and out-shoot the bad guys, you also get to listen to them out insane threats at you from a distance. This is high drama at its finest.

first bonafide mega-hit on its hands, come February. An adrenaline-soaked, testosteronejammed epic for manly men, Syphon Filter

punches you in the face, then grabs you by the short hairs and refuses to let go. Syphon will undoubtedly draw comparisons to Konami's Metal Gear Solid, due to its 3-D, stealthy game-

play, but there's a lot more going on than meets the eye. Here's the story: You're Gabriel Logan, a counter-terrorist expert, and you've been called in to stop an act of biological terrorism

06/30

on U.S. soil. The virus in question is so deadly, it makes VX nerve gas seem like Glade air freshener. Millions of people will die unless the terrorist plot is put to an end. The game's designers have hit the proverbial nail on the head by injecting massive amounts of drama into this project. The music and camera angles combine to provide the player with an incredible-and we mean incredible-feeling of taking part in a big-budget, John Woo-style action flick. The early version we were sent contains only one playable level, but what a level it is. High-tail it through the streets while blasting caps at heavily armed goons brimming with confidence. As these masked gunmen calmly advance themselves, shooting at anything that moves, the tension increases to bone-chilling

It looks as if 989 may have its | beyond intimidating. In fact, we'd go as far as to say that they resemble the tragic, real-life North Hollywood, California bank robbery that was heavily publicized back in 1997. The environment is extremely interactive. Bullets which hit walls, for example, meet with a "zing" of chipped brick or cement. Glass shatters, too.

Now for a rundown of some of the items and weapons. There are pistols, shotguns, high-powered rifles, flak jackets, grenades, taser guns and even a flashlight! The

taser gun is particularly entertaining, since you can electrify the beejeezus out of an enemy for an indefinite period of time. Gabe has an impressive number of moves, as well. He can walk, run, kneel, crouch, climb, dive, roll, pick up and throw. Jim hasn't been this impressed with an action/adventure since Capcom's original Resident Evil. We'll be back with more soon!





The levels are quite sizable. Fortunately each one is mapped out.







OCCURC!







will also be

in the story.

a playable charac-

ter. Perhaps they'll

both meet up later

Zombies galore!
If you thought

games were graphic,

wait 'til you see the

full-blown gore in

Dreamcast edition:

the exclusive

the PlayStation

game" was in development for the Dreamcast. Well, the rumors have been put to rest as Capcom of Japan released these

intriguing new screen shots of Biohazard: Code Veronica, This

title may be just what Sega needs to perk the interest of

PlayStation owners to consider the Dreamcast, Technically this

game is the sequel to Biohazard 2 (a.k.a. Resident Evil 2), where Claire Redfield heads to Europe to find her brother, Chris. The

first noticeable difference is that everything—including the background scenery—is all rendered in real-time polygons, ex-

ploiting the powerful processing power of the Dreamcast. Skin

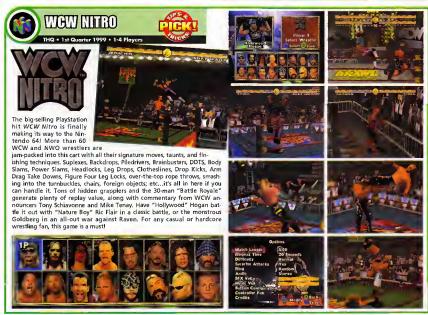
textures will also be highly detailed so you can really see those

gnarly scabs on the undead! Some early stage illustrations sug-

gest that the story may take place in a run-down hotel, We'll

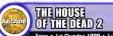
definitely keep you posted on this hot number!











ga • 1st Quarter 1999 • 1-2 Player

Sega's AM1 development team has returned with the sequel we've all been waiting for. The House of the Dead 2 is powered by Sega's brand new 128 bit Naomi architecture and it looks dynamite. The rotting flesh of the beasts and zombies in this game is rendered in stunning detail. Many of the graphic effects are nothing short of mind-numbing. Nail a zombie dead-on (pun intended) for a cool "liquefied" effect. The Naomi board lets players use Dreamcast VMS devices to save their progress, allowing them to come back at a later date to pick up where they left off. While the game was released in Japan in November, we'll have to wait just a bit longer to get our thrills.











ega's portable VMS unit.

start shootin'



Blood Bullet breaks away from the light gun coinop which inspired it. More of a Final Fight-type beat-'em-up, Blood Bullet lets two players team up to rid the world of evil. Select from three characters and move through each horror-filled stage while trying to stay alive.













Each Naomi cabinet features two separate VMS docking ports.













Eliminator is Psygnosis' brand new space shoot-'em-up for the PlayStation. In some respects, this game makes us think "Zaxxon for the '90s." In Eliminator, the player pilots a high-tech craft through futuristic 3-D stages. As a prisoner of intergalactic war, you are transported to a fearsome, mechanized military weapons testing facility. Making your way through each stage becomes especially nerve-wracking since your ship has a 60-second time bomb strapped to it. As the enemies unload everything they've got, you'll need to dodge and shoot like a maniac in order to make it out alive and in one piece. In addition to fast and furious shooting action, the game also contains some 16 torturous hurdles to overcome, including the Wheel of Death and the-"ooooh!"-Iron Maiden!















Blast Radius was shown at the 1998 Electronic Entertainment Expo in Atlanta, but Psygnosis decided to delay the game's release. Why? Even though it's set up as more of an arcade-style shooter than a serious simulation, there's no denying that Blast Radius does resemble Psygnosis' other sci-fi PlayStation game, Colony Wars 2; truth is, it employs the same graphics engine that was utilized for the original Colony Wars. Even if you've already purchased the original Colony Wars or CW2, you'll still want to give Blast Radius a shot; it's definitely a

different type of game. Shoot



Expect lightning fast, arcade-style action 🛦 with Blast Radius!

anything and everything that moves throughout the far reaches of the galaxy. As a mercenary named Kayne—the last surviving member of Wolf Squadron—you roam the galaxy and destroy for anyone who's willing to pay. While this game is heavy on action, there are lots of extras; 40 missions, in-flight power-ups, secret combat sectors and weapon shops are just a few of the surprises in store, Blast Radius features Link cable support for co-op and deathmatch modes.











wire fence.

3 Konami has done
a very respectable
job with the cinematics in Silent Hill.



### **MICRONAUTS**

### Publisher T.B.A. \* Possible 1999 \* 1-2 Players

As a young boy living in a small town in Ohio (insert heartwarming violin music here), Jim spent much of his time playing with Micronauts. Mego's "futuristic" toy line consisted of ingeniously designed action figures, vehicles and playsets with interchangeable parts; yeah, the Micronauts were way ahead of their time for the mid-'70s. Unfortunately, when Mego went belly-up in the U.S., so did the toys. For several years, however, the line continued to prosper in other countries (in Japan, for example, the figures are called Micromen.) Now Takara is developing a cool new Micronauts PlayStation game! The game features 11 different Micronauts. When a character dies, it dies for good; the player must choose a new one to carry on the mission. The objective is to reclaim an Earth Station which has been taken over by the evil Acroyear. Venture through some twenty 3-D stages to do battle. Speaking of battles, the gridded, green domed range indicator in the game appears to resemble the one in Parasite Eve. Considering that the Micronauts toy line has been out of U.S. circulation for nearly twenty years, we doubt this game will ever make it to the our shores. It comes out in Japan in March, though, so you may want to contact an import outlet. Check out this month's Cool Zone for a look at the vintage Micronauts, one of the most incredible action figure lines ever created!





### GEIST FORCE

### Sega • Fall 1999 • 1 Player

Little did we know that the Jaw-dropping 3-D Dreamcast shooter demonstrated at a recent trade show was actually a work in progress. Geist Force is being developed by NDEI, one of Hollywood's premiere digital effects companies, which is also creating cinematics for the game. Best known for its work on the syndicated sci-fi show Babylon 5, NDEI describes Geist Force as consisting of hundreds of miles of gorgeously-rendered alien terrain. Soar through deep canyons and erupting volcanoes while experiencing true-to-life physics. For instance, when an explosion occurs, the player's vessel and all objects in the immediate vicinity will be jolted by the blast (hmmm... could a rumble device be far behind?). How you save the planet determines your "reward". Sega has stated that, due to Dreamcast's expansive memory, Geist Force has "no loading times"-which is hard to imagine, given the long load times we've experienced with other DC titles. Although the game is still early, Geist Force demonstrates nicely-rendered graphics with a very choppy frame rate. We're certainly excited at the game's potential for greatness, though history has demonstrated that Hollywood and the video game industry don't necessarily add up to topshelf software. We'll find out soon enough just how this one shapes up; it's due to be released in Japan by the end of '98.





Hardcore South Park fans, get ready for a video game experience to die for. Acclaim's South Park for the Nintendo 64 definitely makes players feel as if they're controlling the

hit TV show. Play as Kyle, Stan, Cartman or Kenny to take on mountains of mayhem while adventuring through six crazy, wacked out, episode-based levels. The, um..."plot," if you will, centers on a mysterious comet that approaches Earth once every 666 years (haw, haw!). The comet causes all sorts of insane lu-

nacy: Turkeys revolt, Cartman's mom is kidnapped by allers and the son of Skuzzlebutt goes completely out of control. Use knee-slapping gadgetil killer the Cow Launcher, Auto Egger (with live sniper chicken) and extra that wacky little poop guy, Mr. Hankey! Supporting characters include Terrance a rimitp, response and sing Gay Al, among others. The game contains five multiplayer modes, too; go nutty with Capture the Flag, Grudge Match or Kick the Baby. Believe it or not, South Park actually utilizes iguans? Turck 2 engine!









# LAST MINUTE GAMING INFORMATION..



 Mario vs. Kirby: FIGHTI! Shigeru Miyamoto has revealed that a brand new N64 fighting/action game is in the finishing stages. Development of Nintendo's All-Stars Dai-Rantou Smash Birothers, as It's being called in Japan, is being spearheaded by the creators of the Kirby series of games. In a recent interview, Miyamoto squelched rumors of an N64 Metroid se-

quel; however, Samus Aran has been confirmed to return as one of the eight immediately-selectable characters in Smah Brothers. Here's the round-up of the confirmed cast thus far: Mario, Yoshi, Donkey Kong, Pikachu, Samus Aran, Kirby, Fox McCloud and Link. Speculation has it that several additional fighters may show up in the game, including Luigi, Diddy Kong, Bowser, Wario, Ganon, Blue Falcon, Peach and even more Pokemon characters! Each stage in Smash Brothers consists of a central platform. The idea is to shoot opponents with projectiles and avoid falling from the battle surface. If a character falls from an arena, they have the opportunity to climb back up within a set time limit. There are all sorts of power-ups which materialize during combat, too, in addition to "mystery" items. Each fighter will



have a set of unique moves. Yoshi, for instance, can jump very hilb, and can grab opponents with his extendible tongue to turn them into an eggl Link is capable of inflicting damage by using his sword, boomerang and bombs. Fox can perform lightning fast mid-air attacks and make use of his trusty blaster. Pikachu is especially agile, as he can turn very fast and can

also use his electric shock attack. Smash Brothers will allow for up to four players to go at it simultaneously and will be Rumble Pak compatible. Set for a 2nd quarter '99 release in Japan, the announcement of this game comes as great news, so we'll be sure to bring you a full preview, possibly as early as next month!

Sayonara, Saturn! Sega's 32-bit system—which has enjoyed more than moderate success in Japan—s officially dead as a doornall in the Land of the Rising Sun. Final third-party software will trickle in during early '99, but that'll be the end of it. Expect to see import Saturn games drop significantly in price, so go nuts and buy a bunch at your local import store! Radiant Silvergun: Whee-eee!

- Big arcade fun! Who ever said that war is good for "absolutely nuthin"—say it again"? During Jason's recent vidit to Atari he was able to play a stumning three-player, simultaneously linked Doom-tyle shooter entitled WAR: Final Assault. The joystick is on the right, with the movement buttors on the left, making it a bit unconventional, but it is a very cool game. Word has it that a Wavenet linkup may be possible when the game is put linto general distribution, which would allow players to go up against opponents in other cities, als Rush: The Rock. WAR is already on test in various California arcades. On the Sega side, Ocean Hunter and Sart Wars Trilogy are both in general circulation in Japanese arcades and have been well received. Expect both of these oin-pos to show up in North America this month.
- New PlayStation games galore! Tecmo's Monster Farm II will be released in Japan sometime before March of '99. Known as Monster Rancher here in the U.S., the sequel should remain true to the original. Densha De Go! 2 is finished and should come out in Japan in December of 1998. Meaning "Go by Train", Densha De Go! is a HUGE game-almost a way of life-in Japan and part two is anticipated by many. Hey, Jim and Anatole love it, too. Big news for Armored Core fanatics (listen up, Pat!): Armored Core Master of Arena will hit Japanese retail shelves in February of 1999! A two-disc set, Masters will be able to read memory cards from either of the two previous Armored Core games. It will also be one of the first games to utilize Sony's PocketStation, the Tamagotchi-like device that plugs into the system's memory card slot. Ehrgeiz was released for the PlayStation on December 17th in Japan. Shockingly, the home version includes a bunch of way, way cool mini games like "Battle Dash," "Battle Flag" and "Battle Hurdle." Too bad Namco isn't planning to release Ehrgeiz in the U.S. Lastly, Activision will release Tamsoft's Knight & Baby in March of 1999 with a name change: Guardian Legends. The action RPG features more than 100 monsters and brings a classic anime look and feel to the PlayStation. Considering that back n 1988, Broderbund released an overhead shooter for the NES called The Guardian Legend, we were somewhat baffled by the name change. Oh, well...it's just a name. We'll be back with a full preview of Guardian Legends for the PlayStation next ish!
- According to a respectable Japanese source, Capcom of Japan has
  pulled the plug on all future Nintendo 64 projects. Oddly enough,
  Magical Tetris Challenge Starring Mickey Mouse will be Capcom's first—and
  last—N64 game. Sad news, considering how much we were looking forward
  to new N64 versions of Ghouls' NG Robst, Strider and Mega Mar.

 Congratulations to Alex Valle of Westminster, CA for winning the Capcom/Tims & Tencus Japan vs. USA Street Fighter Alpha 3 Tournament held November 7-8 in San Jose, CA. Stay tuned for the February issue and check out our complete coverage of this massive event!

Thirsty for some last second Dreamcast-related news? You GOT it! Sega held its Gamer's Day November 4th and 5th in San Francisco to usher in the American gaming press. Although there are a few things we can't divulge until next issue (due to a non-disclosure agreement), we can tell you most of went went on at the press event. First and foremost, Sega touched on plans for its flagship online Dreamcast project: A science fiction game capable of hosting thousands of online players at once, Developed by Turbine Entertainment, the game will take place on an alien planet and feature hundreds of square miles of explorable terrain. Everything in the online world will be reachable, too; players can walk toward a mountain, for example, and eventually get close enough to scale it! There will also be a character creation tool. Millions of different life forms will populate the planet, as players can whip up his or her own unique online character, with individual forms and functions. While creating this game, Sega has the advantage of avoiding mistakes such as the ones which cropped up with Ultima Online. Next item up for bids: Sega announced that it will release even more DC peripherals. In addition to a keyboard, arcade stick, fishing rod, racing wheel and VMU (no longer called VMS, due to a trademark conflict with another company), the company will be bringing out a microphone device and vibration pack. The microphone peripheral can be connected to the extension socket in the DC controller and convert voice commands into digital data. The vibration pack—tentatively called the Puru Puru Pack—can be inserted into the controller slot to provide force feedback, during Gamer's Day, Sega also announced a partnership with WebTV Networks to allow consumers to use the WebTV browser on the Dreamcast. A WebTV subscription application is being bundled with each Dreamcast system.

When approached with concerns regarding the lackluster lineup for the Japanese launch of its next gaming console (other than Virtua Fighter 3tb and Sonic Adventure). Sega made it clear that time, things will be different. "The focus is on one product: Dreamcast. This is in sharp contrast to 1995 when we had multiple platforms to support, particularly in the U.S." All we know is that



during the two day event (which was very cool, by the way...thanks for a great time, you guys!), Sega reps refused to let anyone in the press play the newest revision of Sonic Adventure. Talk about "that sucks!" 8y the way, check out the shot of that Dreamcast development system in the lower right corner of page 66. Sweet, huh? Finally, when asked whether or not E.A. was in the third-party picture, Sega commented that the companies were "still in negotiations at this point," but that it looked like a done deal. Now, for some other DC tidbits. Can it be true?!! There are reports circulating in Hong Kong and Europe that Namco is planning to publish an exclusive, ar-cade-perfect Dreamcast edition of Tekken 31 Even though the game is rumored to be very early in its development cycle, word has it that it will include several unique features and characters. Man, that would be hot! Taito's Psychic Force 2012 is reportedly looking mirror-perfect to the ar-cade game (it should!) Capcom's Power Stone is being ported from the Naomi coin-op board to Dreamcast and should be released in Japan sometime during the summer of 1999. SNK is finishing up The King of Fighters '9B: Dream Match Never Ends. The game will feature VMU compatibility, allowing players to train and battle on the road. KOF '98 is expected to ship in Japan in May of '99, D2 has been pushed back to a 2nd quarter '99 release. Apparently, creator Kenji Eno feels that the game contains several weak areas and wishes to refine it. Game Arts' Grandia II is under way and may include an internet play option for massive, interactive adventuring. Sega actually approached Game Arts early in '98, specifically requesting a Grandia sequel. The development team at Game Arts is very excited at the potential of the Dreamcast and what it can do for the Grandla franchise. Jaleco's Carrier is deep into development. The game has a Resident Evil flavor, but takes place on a sea vessel. Labeled a "Multi-Cast System," the game takes place in real time. As time passes, multiple events are taking place on the ship. Zombies? YIKES! Get Bass! We know that Sega has plans to release a fishing rod and reel device, but speculation has it that players might be able to trade fish with their friends through use of the VMU and that the game may contain an exclusive DC mode. Tetris for Dreamcast?! Wha-aaat?!! Believe it or not, Tetris 4-D is being developed by Bullet Proof Software and published by Sega. This new Tetris game contains the same tried-and-true gameplay and lets up to four players compete at once. The graphics don't exactly scream "new levels of 128-bit intensity," but then again, why mess with success, right? Tetris 4-D hits stores in Japan on December 23rd, '98. Buggy Heat is CRI's upcoming off-road racing game. Choose your racer and build your racing career. The CPU memorizes your driving habits and appropriately expands the AI of the computer-controlled opposition. Buggy Heat will release in March of '99 in Japan. We'll return next month with more DC stuff, including a rundown of happenings on November 24th-Dreamcast launch day in Japan...





Your handy resource guide for tracking upcoming releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.\*

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LILLE			
NINTENDO	64	39) NHL Hockey 99	8.67.4
JANUARY	O**	Rugrats	Midway
Battle Tanx	3DO	San Francisco Rush: The Rock	THQ
Bust-A-Move 3	Acclaim	Sim City 64	Midway
Caesar's Palace		3 Twelve Tales: Conker 64	Nintendo
Castlevania 3D	Crave	Ultra Combat	Rare
	Konami	45 Ultra Descent	GT
Fighting Force	Eidos	APRIL	Interplay
Looney Tunes: Space Race	Ocean		
Roadsters 99	Titus	Rayman 2	Ubi Soft
Survivor Day Dne	Konami	MAY	
Tonic Trouble	Ubi Soft	Playmobil	Ubi Soft
Winback	Koei	2ND QUARTER	
FEBRUARY		All Star Baseball 2000	Acclaim
1) AirBoardin' USA	ASCII	(8) Earthbound	Nintendo
Blades of Steel NHL '99	Konami	50 Earthworm Jim 3D	Interplay
3 California Speed	Midway	60 Harvest Moon	Natsume
NBA in the Zone '99	Konami	1 Jeff Gordon Racing	ASC
DDT	Psygnosis	53 Jest	Ocean
Penny Racers	THQ	Jungle Bots	Titus
Ø Quake II	Activision	55 Legend of the River King	Natsume
Rat Attack	Mindscape	Perfect Dark	Rare
9 Shadowgate	Kemco	10 Radikal Bikers	Midway
MARCH		Road Rash	THQ
4x4 Mud Monsters	Take 2	WCW Nitro	THQ
All-Star Tennis 99	Ubi Soft	POSSIBLE IN	'99
F1 Racing Sim	Ubi Soft	1080° Snowboarding 2	Nintendo
Hybrid Heaven	Konami	Assault	Telstar
Micro Machines	Midway	82 Banjo Tooie	Rare
Monaco Grand Prix	Ubi Soft	83 Battlezone	Activision
Shadow Man	Acclaim	Blues Brothers 2000	Titus
Vigilante B	Activision	65 Charlie's Blast Territory	Kemco
1ST QUARTER	'99	66 Contra Spirits 64	Konami
Army Men 2	3DO	<b>87</b> Daikatana	Eidos
Asteroids	Crave	Dethcarz	GT
Carmageddon	Interplay	B Donkey Kong Country	Nintendo
Deer Hunter	Microware	Duke Nukem: Zero Hour	GT
Gauntlet Legends	Midway	11) Harrier 2001	Video Systems
GT World Tour	Boss	n Hercules: The Legendary Journeys	Titus
Jet Force Gemini	Rare	3 Mystical Ninja: Goemon 2	Konami
Lego Racers	Lego Media	NFL Blitz 99	Midway
Lode Runner 64	Bandai	Nuclear Strike	THQ

Electronic Arts

TIPS & TRICKS

n Dgre Battle 3 °

n Pitfall	Activision
1 Pokemon Stadium	Nintendo
19 Quest for Camelot	THQ
n Rakuga Kids •	Konami
III Re-Volt	Acclaim
Robotech: Crystal Dreams	Capcom
Rollerball	MGM
Ronaldo Soccer	Infogrames
5 Snowboard Kids 2	Atlus
B Space Bunnies Must Die	Take 2
Space invaders	Activision
Starcraft	Nintendo
B Super Mario 64 II	Nintendo
Super Mario RPG 2	Nintendo
11 Tamagotchi *	Bandai
Tasmanian Express	Ocean
99 WCW 99	EA Sports
WWF: Attitude	Acclaim



# PLAYSTATION

Nintendo

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(1-)	Army Men 3D	3DO
2	Bass Landing	ASCII
3	Big Air Snowboarding	Accolade
4	Blast Radius	Psygnosis
5	Destrega •	Koei
6	Dolphin's Dream °	Konami
1	ESPN NBA Tonight	Buena Vista
(1)	ESPN NHL Hockey	Buena Vista
8	Freestyle Boarding 99	Capcom
10	G-Shock	Konami
11.	Global Domination	Psygnosis
12	Legacy of Kain: Soul Reaver	Crystal Dynamics
+ Pui	blishers please contact us with undates a	adlas cassastina-

The Need for Speed



### Select Games

Marvel vs. Street Fighter	Capcom
14 Monkey Hero	Take 2
15 NCAA Final Four	989
16 Shadow Madness	Crave
77 Silhouette Mirage •	Working Designs
18 StarCon	Accolade
FEBRUARY	
19 Darkstalkers 3	Capcom
20 The Oiabolical Adventures of Tobu	989
21 Jeff Gordon Racing	ASC
22 Pro 18 World Tour Golf	Psygnosis
23 Quake II	Activision
24 Rat Attack	Mindscape
25 Silent Hill	Konami
26 Syphon Filter	989
27 Vermin	Eidos
MARCH	
28 3Xtreme	989
29 All Star Tennis	Ubi Soft
30 Attack of the Saucermen	Psygnosis
31 Dead Unity	THQ
32 F1 Racing Sim	Ubi Soft
33 Kawasaki: Motocross	Activision
34 Dmikron	Eidos
35. RC Stunt Copter	Midway
36: Shao Lin	THQ
37 Shogun Assasin	Konami
38 Street Fighter Alpha 3	Capcom
38 Xena: Warrior Princess	989
1ST QUARTER	'99
40 Beavis and Butt-head	GT
11 Croc II	Fox
42 Deer Hunter	Microware
43 G Shock	Konami
44 Heavy Gear	Activision
45 High Heat Baseball 2000	3DO
46 International Rally Championship	THQ
47 Jackie Chan's Stuntmaster	Midway
48 Looney Tunes	Infogrames
48 Lucky Luke	Infogrames
50 Lunar: Silver Star Story •	Working Designs
51 Magzone	Trimark
52 Messiah	Interplay
53 Montezuma's Return	Utopia
84 Nectaris	Jaleco
55 NFL Full Contact Football	Konami
56 Obsidian	Rocket Science

SELECT	
5) Plasma Sword	Capcom
51 Project X2	Acclaim
59 Pro 1B: World Tour Golf	Psygnosis
Si Rayman 2	Ubi Soft
61 Ridge Racer Type 4	Namco
62 Respect, Inc.	Psygnosis
68 Snow Break	Atlus
64 The Space Bar	Rocket Science
65 Star Trek: Klingon Academy	
66 Suikoden 2	Konami
87 Tiny Tank	MGM
68 Total Drivin'	Infograme
69 Viper	Infograme
APRIL	inogranic
19 Darkstone	Take 2
71 Carmageddon 2	Interplay
2ND QUARTER	'99
12 007: Tomorrow Never Dies	MGM
3 Alien Resurrection	Fox
74 Final Fantasy VIII	Square/E/
15 Gex 3	Eidos
POSSIBLE IN	'99
76 Beatmania: 2nd Mix •	Konami
n Daikatana	Eidos
18 Electric Stick Challenge	Jaleco
79 Ehrgeiz •	Square/E/
#0 Glover	Hasbro
81 Macross Digital Mission VF-2	Bandai
82 Monster Rancher 2	Tecmo
33 Snowboard Kids Plus	Atlus
84 Tail Concerto •	Activision
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Beast Busters	SNK
Behind Enemy Lines •	Sega
Bloody Roar 2 •	T.B.A.
Dead or Alive 2 •	Tecmo

5 Dirt Devils	Sega
<b>1</b> Drones	ENÇOM
NBA on NBC	Midway
1 The Dcean Hunter	Sega
Racing Jam 2 •	Konami
1 Samurai Shodown 64 pt.ll	SNK
Site 4	Atari
1 SpikeDut	Sega
Star Wars Trilogy •	Sega
<b>■</b> Warriors Rage	SNK
POSSIBLE IN '	99
Beatmania: 3rd Mix *	Konami
Blood Bullet: HOTD Side Story	Sega
Bust A Groove	Enix
Dance! Dance! Revolution	Konami
(B) Gunman Wars	Namco
20 Hell Knight	Konami
The House of the Dead 2 •	Sega
22 Hyper Bishi Bashi Championship	Konami
23 Hyper Robot Kikaio	Capcom
NBA Play by Play	Konami
<b>25</b> Operation Tiger	Taito
2 Power Stone •	Capcom
22 Race Dn	Namco
21 Virtua Cop 3	Sega
A Ytreme Rally	SNK



G. T.	
Conker's Pocket Tales	Nintendo
Top Gear Pocket	Midway
Yoda Stories	THQ
Zelda: Link's Awakening (Color)	Nintendo
Marie Land II (Calar)	Mintende

w.	riying Dragon	Natsume
0	Space Station: Silicon Valley	Take 2
0	V-Rally Championship	Infogram

0

ames

# Nintendo 64 tips



### Extra Tracks & Vehicle

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold L + R + Z on Controller 2. When the title screen appears with the words "Push Start" flashing red, quickly tap Up on the D-pad and the C® button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press START or A on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see t new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller

controller to red, green, blue, black or vellow. Turbo Start At the starting line, hold the A and B buttons. When the announcer says, "Set, Ready, GO!" release the B button just before he says "GO!" This gives you a speed boost at the start of the race.

ress the R button repeatedly at the vehicle

select screen to change the color of the N64

Turbo Boost During a race, hold the A button to acceler ate, hold Z and point the joystick hard Left or Right, then release both buttons and quickly press A again. This is a difficult trick to per form, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

### AEROFIGHTERS ASSAULT

Stage Select

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: Up, CT, Left, CE, Down, CE, Right, CS, L, R, Z. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deartivated when this code is in place, so your regular game scores won't be affected. Secret Character: Mao Mao

Wait for the words "Press Start Button" to a pear on the title screen, then press C®, C®, C®, C®, C®, C®, C®, C®. At the "Pilot Select" screen, you'll find a character called Mao Mao who pilots an F-15. Note: You may have al ready gained access to Map Map if you contin re than three times in the Tokyo stage. Secret Character: Spanky

To access another secret character, you must complete the following requirement

1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing". 2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds: this will allow you to play the Desert stage during daytime.

3) If you clear the daytime Desert stage, you'li access the second bonus stage, "Shuttle De

4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the Fortress level

S) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice

Cave levels 6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot.

### ALL-STAR BASEBALL 99

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects. Codes will remain active until you turn the game off; to deactivate

a code, just enter it again or see below: A TEMYBUIK—Unlocks secret "Alienapolis Park" stadium in Exhibition Mode PRPAPLYR—Players are paper thin

G OTHELIUM-Players' heads, feet, hands and bats are big

ABBTNCSTLO-Some players are fat, others are thin

B B N S T R D S—Big baseball GRTBLSFDST-Baseball leaves a smoking

trai Note: With the exception of the "Alienapolis code, each of the above cheats can be toggled on and off at any time during game play with the following button codes: you don't need to enter the above passwords to use these:

· Players are paper-thin-Pause the game, then hold Z and press C®, C®, A, C®, A, C®, C®, C®, C®, C®

Players' heads, feet, hands and bats are big—Pause the game, then hold Z and press C®, C®, A, C®, C®, B, C®, C®, C® · Some players are fat, others are thin the game, then hold Z and press A, CO, CO,

C®, C®, B, C® Big baseball-Pause the game, then hold Z and press C®, A, C®, C®, B, A, C®, C € · Baseball leaves a smoking trail-

then hold Z and press B, C®, C®, C®, game, then how C⊕, B, A, C⊕, C⊕

### BANJO-KAZOOIE

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside Use the Reak Ruster move on the lettered tiles to spell out the code words as follows • Enter \*CHEATLOTSOFGOESWITH

MANYBANJOS" to earn infinite lives. Enter "CHEATANENERGYBARTO GETYOUFAR" to max out the capacity of your energy bar at eight honeycomb pieces.
• Enter "C H E A T D O N T B E A D U M B O GOSEE MUMBO" to earn infinite Mumbo Tokens.

Enter "CHEATNOWYOUCANFLY HIGHINTHESKY" to earn infinite red

feathers. • Enter "CHEATAGOLDENGLOWTO PROTECTBANJO" to earn infinite gold

feathers. • Enter "C H E A T G I V E T H E B E A R L O T S O F A I R" to have infinite air when under

Enter "CHEATBANJOBEGSFOR PLENTY OFEGGS" to earn infinite eggs For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Mool" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you ter the remaining letters of each code, so take your time and aim carefully. Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C® button to enter the firstperson camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which

you can enter in the sand castle in Treasure rove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes

Enter "BOTTLESBONUSONE" to give Banjo a big head.
• Enter "BOTTLESBONUSTWO" to

give Banjo big hands and feet.
• Enter "BOTTLESBONUSTHREE" to

make Kazooie big.
• Enter "BOTTLESBONUSFOUR" to

make Banjo tall and the . Enter "BOTTLESBONUS FIVE" to get a tall, thin Banjo with big hands and feet. . Enter "BIGROTTIESBONIIS" to acti-

vate all of the above codes at once. · Enter "WISHYWASHYRANIO" to change Banjo into a washing machine. . Enter "NOBONUS" to deactivate all ac-

### tive codes. BIO FREAKS

Hold any C button down when you turn on the Nintendo 64; you'll hear an evil laugh and see a secret screen that shows the date the game was created.

First-Person View During any battle, hold Left on the D-pad or analog stick and press the START button to switch to a first-person view. To change back to the normal view, hold the pad or stick Down and press START again.

### BOMBERMAN 64 ecret Stage

At the main menu—the one that says "Adver ture/Battle/Custom/Options"-press the START button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battle fields are available: "In the Gutter." Sick," "Blizzard Battle" and "Lost at Sea Note: This is a very difficult code to enter, if you're not fast enough, it won't work.

### BUST- A-MOVE 2: ARCADE EDITION

At the title screen—while the words "Press Start" are flashing-press L, Up, R, Down You'll see a little guy appear in the lower right corner of the screen. Now start the words "Another World" at the bot tom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal

"Puzzle Game" setting. Character Select

Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, then hold Down, hold R and press L. A secret "Character Select" menu will appear. Press Left or Right to change to a different charac ter, then press A or START to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose

### CHOPPER ATTACK Secret Options Menu

At the title screen—when the words "Press START Button" are flashing—hold the Z but-ton and press Right, Left, Up, Down, A, B,

START (use the D-part for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-se-lect, sound test and "Texture Mode" options. (in Texture Mode 1, the Nintendo 64's pixel smoothing effects are turned off, which akes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting turn this option on and see how many points you can score in two-minutes of non-stop ac tion (the game's Pause function is deactivated in this mode).

### CLAY FIGHTER 63%

At the character-select screen, hold the L button and press C®, C®, C®, C®, B, A. If per formed correctly, the screen should flash with a white light. Exit this screen by pressing B, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more. Secret Characters

of the following codes can be entered at the character-select screen Hold the L button and press B.

C®, C®, C®, C®, A Sumo Santa—Hold the I button and press A

C®, C®, C®, C®, B Boogerman—Hold the L button and press

Up, Right, Down, Left, Right, Left on the D-

### CLAY FIGHTER SCULPTOR'S CUT

At the character-select screen, enter any of the following codes, then highlight the box and press R to reveal the character you Unjocked. With more than one of these codes in place, just keep pressing R at the "?" box to

cycle through the secret characters:

• Earthworm Jim—Hold the L button and press B, C®, C®, C®, C®, C®

Sumo Santa-Hold the L button and press A. C®, A, C®, C®, C® Boogerman—Hold the L button and press B,

B, C@, C@, C@, C@ High Five—Hold the L button and press C®.

C®, C®, C®, B, A Computer-Controlled Characters

At the character-select screen, highlight the character you'd like to see fighting, hold the L button and press A, A, A, A, A, C. C. C. C. C®, B, A, C®. The computer will your character, so just sit back and watch him or her fight

Debug Mode At the character-select screen, hold the L button and press A, B, A, B, A, B, C, C, C, Up, C, C, C, C, Now start the game; when the fighters appear, press START to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your characte and the arena for your next battle. Choose your character with the D-pad and select a stage with the C® and C® buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas

+030+08

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows: Golden Gate Park (lower-left corner)-Hold L

San Francisco (lower-right corner)-Hold L + CD+CF

STREET FIGHTLE ALPHA 3 TOURNAME AND A.F. TON Southern Hills Golfland in Stanton, California hosted a warmup tournament that featured



With the Street Fighter Alpha 3 Japan vs. USA World Championships only two weeks away,

many of the nation's top players in a battle for cash, Sony PlayStation games and even an original Street Fighter II arcade cabinet! A perfect 32-man bracket was in place in this doubleelimination battle, including James Romedy and Bob Painter from San Diego, top UCLA player James Chen and seasoned tournament veter Mike Watson, leff Schaefer and T&T's Joson Will. son. Naturally, Alex Valle showed up to defend his status as California's number-one Street Fighter player since 1996. The majority of the "X" mode Dhalsim festival. Jason took fourth place with a consistent "A" mode Zangief and X" mode Dhalsim. Watson's insane juggling "A" mode Akuma and "X" mode Dhalsim third, while Schaefer gave up on his Akuma and succumbed to the dark side as well, losing only three matches on his way to the finals with "X" mode Dhalsim. All of these worthy combatants fell, however, to the the "poking of doom," also demonstrated some newly-discovered jug-gling techniques with "V" mode Ryu on his way to the top of yet another major tournament. Find out next issue how these and other players

Indiana (upper-right)—Hold L + C® + C®

Secret Vehicles At the "Choose Car" screen, press and hold the C®, C® and C® buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press A, Z or START to confirm your choice

Lights + Siren Race in any stage until you reach the Top Ten high score table. Enter your initials, then press Down to move to the bottom of the list of high scorers and hold Left to make the con veyor belt move. Keep holding Left for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button.)

At the title screen-when the words "PRESS START" are flashing—press Up, C®, R, Right, Down, B, B, B, C® to warp to a one-player Demitron vs. Demitron battle.

At the title screen-when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses avail-

able as playab Sonork-L, R, C®, C®, C®, C®. Demitron—A, B, R, L, C®, C®

You'll hear a laugh to confirm; now you can choose the bosses at the fighter select screen. See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence:

Aaron's Ending-Up, C®, R, Right, Down, R, R. CR

Demonica's Ending—Up, C®, R, Right, Down, RRCA Demitron's Ending--- Up, C@, R, Right, Down,

L. L. C® Eve's Ending-Up, C®, R, Right, Down, R, R,

Gore's Ending-Up, C@, R, Right, Down, R, R,

Morphix's Ending-Up, C®, R, Right, Down, R,

Sonork's Ending-Up, C@, R, Right, Down, L,

Zenmuron's Ending-Up, C®, R, Right, Down,

At the title screen—while the words "Push Start" are flashing-enter the following codes using the D-pad, not the analog joystick: Gouriki-Up, Up, Down, Down, Left, Right,

Left Right B A Reiji-A, B, Right, Left, Right, Left, Down, Down, Up, Up

You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are llable at the Player Select screen.

### DIDDY KONG RACING

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area

where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle. Drumstick will be released.

Play as T.T. To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a partic ular track, a small T.T. Icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes Choose "Magic Codes" from the Options menu and enter any of the following codes.

Once the codes are in place, use the "Code List" option to turn them on or off. Note th many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (\*).

ARNOLD—Big characters\* TEENYWEENIES-Small characters\* JUKEBOX-Music menu (appears under

"Audio Options") FREEFRUIT—Start with 10 bananas BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking

WHODIDTHIS—Display credits (when you exit the Magic Codes menu) RYFRYFRALLOONS-Disable weapons

NOYELLOWSTUFF-Disable bananas BOGUSBANANAS—Bananas reduce speed VITAMINB--No limit to bananas BOMBSAWAY-All balloons are red (missiles) TOXICOFFENDER-All balloons are green

ROCKETFUEL—Ali balloons are blue (turbo) BODYARMOR—All balloons are yellow (chialde)

OPPOSITESATTRACT-All balloons are rainbow (magnets) FREEFORALL--Maximum power up (all bal-

loons give "level three" power-ups instantly)
ZAPTHEZIPPERS—Turn off zippers DOUBLEVISION—Select same player (both

players can choose the same character)\* OFFROAD—Four Wheel Drive (better traction on dirt. grass, etc.) JOINTVENTURE—Enable two-player "Adven-

TIMETOLOSE-- Ultimate AI (smarter computer

### DOOM 64 Cheat Password

Enter the following password to start on Leve 1 with all of the weapons in the game: ?TJL BDFW BFGV JVVB

With this password in place, press START to nause the game; you'll see a new option at the use menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reyeal the entire map with all enemies and objects shown. There's also a stage-skip option; press Left or Right to change the stage name and press a C button to warp there.

When you die in the game and your character falls to the ground, wait several minutes and the computer will taunt you with different messages at the top of the screen.

### DUKE NUKEM 64 Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load menu—the one that says Game/Options"—press Left, Left, L, L, Right, Right, Left, Left, A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu)

· Invincibility On/Off-Press the R button seven times, then press Left
• Monsters On/Off—Press L, C®, Left, R, C®,

Right, Left, Left All Items On/Off—Press R, C®, Right, L, C®,

Left, Co, Right Level Select—Press L. L. L. C. Right, Left. Left, C®

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

# Cheat Codes

At the vehicle select screen, press R to call up the control configuration menu. Highlight the Name" option and press A, then enter any of the following code words as your name and press START to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again. ANTIGRAV—Enter this code to turn the entire

course upside-down ARSENAL—With this code in place, you'll have

n endless supply of weapon pick-up BANANA-Enter this code to make the tracks extremely slippery

FERGUS-With this code in place, choose "Shoot em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semitransparent MAGNIFY-Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROID—Gives you an infinite supply of nitro d bursts RASO-A very powerful code. With this cheat in place, press START at any time during a race to pause, then select "Quit" from the pause menu, Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now

you can repeat the same trick for the ren der of the circuit and get credit for finishing first in every race, ROLLER-Changes all of the vehicles on the track into boulders

STEALTH-Makes all of the vehicles invisible UGLYMODE-Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graph ics appear more "pixelated"

WIRED-Removes the texture-mapping so you can play the game with "wireframe" graphics Increases your vehicle's top speed XGTEAM—Enter this name, then press R again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON

JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

### F-1 WORLD GRAND PRIX

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press A. Next, highlight the "Edit Name" option and press A twice; the first letter of the driver's last name should be highlighted. Now use the D-pad nd/or joystick to change his last name to any of the following code words. Important: You must press A when you are finished entering the name. If you press B, you will exit out of the "Edit Name" function and the dr

name will not be changed: • Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery"

Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits"

a Enter "PANDORA" as the driver's last name then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.
« Enter "VACATION" as the driver's last name.

then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player mode and select the "Courses" menu; you find a new course called "Bonus Track" that runs through a Hawaiian volcano.

Enter "CHROME" as the driver's last name, then exit to the title screen, Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Sliver

 Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold

Chear Code At the "Select Mode" screen, press L, Z, R, C®

C®, C®, C®, START; you'il hear a signal to confirm. Now you'il find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been un-Shrink Vehicles

"Select Machine" screen, press L + R + C® + C®; all of the available vehicles will

# FIFA: ROAD TO WORLD CUP 98

To access each of the following cheat codes. choose "Customize Squad" from the main menu, then select the "Player Edit" option

and follow the instructions belo Small Players—Choose the "USA" league, select the Vancouver team and change any play-

er's name to "KERRY" Ghost Players—Choose the "Zone 4—UEFA" league, select the Slovakia team and change any player's name to "LASKO".

 Invisible Players—Choose the "England"
league, select the Sheffield W team and change any player's name to "WAYNE".

· Players Fall Down Randomly-Choose the



TIPS & TRICKS Associate Editor Jason Wilson

vember 7 and 8 in San Jose. Here's a list of winners and the prizes they took home:

ALEX VALLE, Westminster, CA Street Fighter II Arcade Machine \$250 cash Capcom PlayStation games \$5D in Golfland Tokens

JEFF SCHAEFER, Orange County, CA \$50 cash Capcom PlayStation game PlayStation joystick \$20 in Golfland Tokens

### TIKE WATSON, Los Angeles, CA \$2D cash

Capcom PlayStation game \$20 in Golfland Tokens

### JASON WILSON, TIPS & TRICKS

Capcom PlayStation game \$10 in Golfland Tokens

Special thanks to Golfland's John Bailon for making these tournaments what they are today! For more information on upcoming tournaments, please call South-ern Hills Golfland at (714) 895-5613.



Alex Valle smiles before devouring another unwary foe Can anybody beat this guy?



Zone 4---UEFA" league, select the R Ireland team and change any player's name "SPUD". Start a game and you'll find that players on both teams will fall down ran-

domly—usually at inopportune times.

• Invisible Stadium—Choose any team and change any player's name to "CATCH22".

Invisible Walls—Choose the "Zone 4—UEFA" league, select the Wales team and change any player's name to "WARREN". Now the ball

can't go out of bounds. Black Line Mode—Choose the "Zone 5— CONCACAF" league, select the Canada team and change any player's name to "MARC".

• Upside-Down Screen—Choose the "Zone 2-OFC" league, select the Australia team and change any player's name to "NWODEDISPU"...or choose the "USA" league, select the Vancouver team and

change any player's name to "TED". · Access Road to World Cup, Round 2-Choose the "Zone 3-AFC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup 98" from the main menu and you'll find that you can access the First or Final Round without

playing the Qualifying Round.

• Unlimited Player Attribute Points—Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want.

• Watch Victory Animations—Choose the Zone 3-AFC" league, select the Japan team and change any player's name to Now choose "Road to World Cup 98" from the main menu; when the round select screen appears, press C® + C® + Z. A special screen will appear. Press Left or Right to choose any victory animation sequence (from A to H) and press A to view it.

Extra Difficulty Levels

At the Ontion menu set the difficulty lovel to "Easy", then press Left 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press Right 20 times, a "Very Hard" setting will appear.

### FDRSAKEN 64 Secret Codes

Each of the following codes works at the Forsaken 64 title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again

 Turbo Crazy Mode—B, B, R, Up, Left, Down, c⊕, c⊛

Psychidelic Mode—A, R, Left, Right, Down, C®, C®, C®

Wireframe Mode-L, L, R, Z, Left, Right, C. COR Gore Mode—Z, Down, C®, C®, C®, C®, C®,

CO Stealth Mode—Up, Up, Up, Up, Right, Down, C®, C®

Infinite Primary Weapon-A. R. Z. Right, C. C®, C®, C®

 Infinite Secondary Weapon—B, B, Z, Left, Left, C®, C®, C®

 Infinite Weapon Energy—L, Z, Left, Right, Down, Down, C®, C®

 Infinite Titans—A, B, L, Up, Up, C⊕, C⊕, C⊕
 Infinite Solaris—B, L, L, Z, Up, Down, C⊕, CA • Kill Enemies with One Shot-B, B, B, L, R,

Left, Down, Down • Freeze Fremies-R Z Right Right Ca Ca

### FOX SPORTS COLLEGE HOOPS '98

Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects: NOGG IN-Big head mode

G H O S T-Ghost mode Z - W O O D-Z-Axis basketball court

TEAM-Z-Z-Axis team N O F A N S-Dark background, improved rame rate

TRAILS-"Trippy" ball effect 8 U Z Z Z—No shot clock THIRTY-60-second game H O M I E-Home team is favored

MONKEY-Alternate sound effects GDLDENEYE 007

Extra Characters in Multiplayer Mode Select a file and choose Multiplayer mode

(You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code

at the Select Character screen: Hold L + R and press C<sup>®</sup>

2) Hold L and press C® 3) Hold L+R and press Left on the D-pad 4) Hold L and press Right on the D-pad

5) Hold R and press Down on the D-pad 6) Hold L + R and press C® 7) Hold L and press C®

8) Hold L + R and press Right on the D-part 9) Hold L + R and press C®

10) Hold L and press Down on the D-pad If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen. Cheat Options

Each stage in GoldenEye will give you a special cheat option if you complete the stage within a specific amount of time at a specific difficulty level. When you earn one of these cheats, a new menu item called "Cheat Op-tions" will appear inside your agent file folder; access this menu to turn specific cheats on or off. If you complete every single mission at the "00 Agent" difficulty level, another op-tion called "007 Mode" will appear; this allows you to adjust the health, damage levels, accuracy and reaction speed of all of the ene mies in the game. Here's a list of all of cheat options

• To earn the "Paintball Mode" cheat, defeat the Dam stage in 2:40 or less at the "Secret Agent" difficulty setting.
• To earn the "Invincibility" cheat, defeat the

Facility stage in 2:05 or less at the "00 Agent"

difficulty setting.
• To earn the "DK Mode" cheat, defeat the Runway stage in 5:00 or less at the "Agent" difficulty setting.
• To earn the "2x Grenade Launcher" cheat.

defeat the Surface stage in 3:30 or less at the "Secret Agent" difficulty setting. To earn the "2x Rocket Launcher" cheat, de

feat the Bunker stage in 4:00 or less at the "00 Agent" difficulty setting. To earn the "Turbo Mode" cheat, defeat the Silo stage in 3:00 or less at the "Agent" diffi-

culty setting To earn the "No Radar (multiplayer)" cheat,

defeat the Frigate stage in 4:30 or less at the "Secret Agent" difficulty setting. earn the "Tiny Bond" cheat, defeat the Surface 2 stage in 4:15 or less at the "00

Agent" difficulty setting.

• To earn the "2x Throwing Knives" cheat, de

feat the Bunker 2 stage in 1:30 or less at the "Agent" difficulty setting.
• To earn the "Fast Animation" cheat, defeat the Statue stage in 3:15 or less at the "Secret Agent" difficulty setting.

\* To earn the "Invisibility" cheat, defeat the Archives stage in 1:20 or less at the "00 Agent" difficulty setting.
• To earn the "Enemy Rockets" cheat, defeat

the Streets stage in 1:45 or less at the

"Agent" difficulty setting.
" To earn the "Slow Animation" cheat, defeat the Depot stage in 1:30 or less at the "Secret Agent" difficulty setting

• To earn the "Silver PP7" cheat, defeat the Train stage in \$:25 or less at the "00 Agent"

difficulty setting. " To earn the "2x Hunting Knives" cheat, defeat the Jungle stage in 3:45 or less at the "Agent" difficulty setting.
• To earn the "Infinite Ammo" cheat, defeat

the Control stage in 10:00 or less at the "5e-cret Agent" difficulty setting. " To earn the "2x RC-P90s" cheat, defeat the

Caverns stage in 9:30 or less at the "00 Agent" difficulty setting.

" To earn the "Gold PP7" cheat, defeat the Cradle stage in 2:15 or less at the "Agent" difficulty setting.
• To earn the "2x Lasers" cheat, defeat the

Aztec stage in 9:00 or less at the "Secret Agent" difficulty setting To earn the "All Guns" cheat, defeat the

Egytian stage in 6:00 or less at the "00 Agent" difficulty setting.

### HEXEN Cheat Menu

During the game, press START to pause. When the "Paused" menu appears, quickly press CR. CR. CR. CR. CR. A new ontion called 'Cheat" will appear. Highlight this option and press A to bring up a "Cheats" menu, now you can activate the following cheat options by entering the following codes quickly at the "Cheats" menu:

God Mode (invincibility)-CØ, CØ, C® Clipping (walk through walls)—Press C® 20 times, then C®

Visit (stage select)—C®, C®, C®, C®, C®, C® Butcher (kill all enemies in the area)—C®, C®, ce ce

Health (refill health)—C®, C®, C®, C® Collect All Keys—C⊕, C⊕, C⊕, C⊕ Collect All Artifacts—C⊕, C⊕, C⊕, C⊕ Collect All Weapons—C®, C®, C®, Collect Puzzle Items-CO. CO. CO. CO. CO.

### IGGY'S RECKIN BALLS Secret Codes

At the title screen menu, press R + Z to access a cheat menu. Use the D-pad or joystick and the A button to enter any of the following codes; you should hear a signal when you press START to confirm each code. Once a code is in place, you can turn its effects on or off by pressing START during the game; you'll find a "Cheat Menu" option at the "Paused

THEUNIVERSE—Allows you to access all of the

secret worlds
HAPPYHEADS—Unlocks all but one of the se-

GOOEYGOOGOO-"Slime Mode" (all tracks are gooey) ICEPRINCESS—"Ice Mode" (slippery tracks)

GOBABY-Gives you a maxed out turbo

2TIMES—2X Turbo Mode (turbo boosts last twice as long)
NONSTOP—"Roll Mode" (constant turbo)

SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)

ROLFHARRIS-Activates the black & white Penoil Sketch" mode

2ROKTOO-Activates "Dark City" mode, in whith the only lighting comes from the balls MICROBALLS-Activates "Tiny Mode"

TOOMUCHPIE—Activates "Fat Mode wider characters) and "Bomb Physics" (super jumping, no grappling) JUMPAROUND—Level Select (a "Go To" op-

tion at the "Paused" menu allows you to jump to any level at any time)

### INTERNATIONAL SUPERSTAR SOCCER 64

Big Head Mode Wait for the words "Press Start" to begin flashing on the title screen, then press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, B, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads. Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and a "World Stars" team

### INTERNATIONAL SUPERSTAR SOCCER OR

Wait for the words "Press Start" to begin flashing on the title screen, then press C.P., B. A., then hold the Z button and press START; you'll hear the crowd laugh to confirm the code. Now start the game and all of the players on both teams will have huge heads. Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, C®, Up, C® Down, CO. Down, CO. Left, CO. Right, CO. Left, C'S, Right, C'B, B, A, then hold the Z button and press START; you'll hear the an-nouncer say, "World class!" to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and a "World Stars" team,

### KILLER INSTINCT GOLD

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline.) When this appears, press Z, A, R, Z, A, B. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies When this appears. ress Z, B, A, Z, A, L. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1. Level 2 and Level 3 options have become available, just as if you had beaten the game at eath of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues; instead of the st



Otakon—the biggest and longest-running anime convention on the east coast—took place during August in Arlington, Virginia. This year's expo signer for Macross and the PlayStation game Armored Core) and the usual array of costume con-tests, video rooms, art shows, etc. Of greatest interest were the video game room and tournaments! Gamers who were lucky enough to stop by Friday evening received free issues of Tips & Tricks. Tournaments took place Friday and Saturboth reached the finals and won a numbe tourneys. Next year will be even bigger and bet ter. Stay tuned to www.otakon.com for details! -Ara Shirinian



Lats of cool models were on display at Otakon's art show



Local artiste John Staton poses for a photograph.

dard seven colors, you'll find new gold, white and "stealth" shadow settings. More Bonus Options

As above, wait for the demo to show one of the character biographies When this appears, press Z, B, A, L, A, Z. You'll hear a voice say Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have be-

See the Credits

As above, wait for the demo to show one of the character biographies When this appears, press Z, L, A, Z, A, R. You'll jump immediately to the game's ending credits sequence.

Stage Select/Music Select When playing in two player mode, you can choose the stage you want to fight in by hold-ing **Up** or **Down** when you press a button to select your character as follows: Castle Stage—Hold **Up** and press B Jungle Stage—Hold **Up** and press **C**® Spaceship Stage—Hold Up and press C® Stonehenge Stage—Hold Up and press A Museum Stage—Hold Up and press C® Helipad Stage—Hold Up and press C® Bridge Stage-Hold Down and press B Dungeon Stage-Hold Down and press C® Street Stage—Hold Down and press C® Dojo Stage—Hold Down and press A Spinal Ship Stage—Hold Down and press C®
The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows: Sabrewulf Tune—Hold Up and press B Maya Tune-Hold Up and press C® Glacius Tune-Hold Up and press C®

Spinal Tune-Hold Down and press C® Secret Stage two-player mode, have both characters choose their fighters by holding Down and pressing C®; you'll fight in the secret Sky stage with Rare and Killer Instinct logos on the ground

Tusk Tune—Hold **Up** and press A

Fulgore Tune—Hold Up and press C® Orchid Tune—Hold Up and press C®

Jago Tune-Hold Down and press B

Kim Tune-Hold Down and press A

Gargos Tune—Hold Down and press C®

T.J. Combo Tune—Hold Down and press C®

# KOBE BRYANT IN NBA COURTSIDE

codes, not the analog joystick,

Big Head Mode At any time during the game, press Right, Right, Left, R, Z, START, A, START, A, START, Z on Controller 1. To return the players' heads

to normal, just enter the code again. Disco Court

At any time during the game, press A, C®, Down, Up, CO, R, R, B, CO, CO, Z on Con troller 1. The stadium will change into a disco complete with mirrored-ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.

Secret Teams
Highlight "Pre-Season" at the main menu, hold the L button and press START or A. When the team-select menu appears, you'll find three new teams to choose from: Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties

# MACE: THE DARK AGE

Play as War Mech and Ichiro When the "Parental Advisory" screen appears just after you turn the system on, press Down,

Right, Up, Left on the D-pad or joystick; you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable the character-select screen, just above The Executioner and Lord Deimos.

Play as Ned the Janitor Enter the following code at the character-select screen

1) Highlight Koyasha and press START. 2) Highlight the Executioner and press START. 3) Highlight Lord Deimos and press START. 4) Highlight Xiao Long and press Quick (A or B in the default control configuration), Bunny Slippers

Enter the following code at the character-select screen:

1) Highlight Ragnar and press START. 2) Highlight Dregan and press START. 3) Highlight Koyasha and press START. Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.

Switch Faces Enter the following code at the character-se-

lect screen: 1) Highlight Al-Rashid and press START. 2) Highlight Takeshl and press START. Highlight Mordos Kull and press START. Highlight Xiao Long and press START.
 Highlight Namira and press START. Now choose any character as usual. When the fight begins, your opponent will have your

# character's face, and vice versa. MADDEN FOOTBALL 64

Secret Teams

Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with any one of the following names; the player stats are not important. Select "Continue," then "Save and Exit." Now return to the main menu and start'a game in any mode. At the game setup menu, you'll find a new team that corresponds to the player you just created as follows (note that all of the playe on the EA Sports and Tiburon teams are B'4' tall and are rated at 100 in all skill cate

Create a player named "AT MADDEN" to ac-

cess the All-Time Madden team.
• Create a player named "SIXTIES" to access the '60s Conference B team.

 Create a player named "SEVENTIES" to access the All '70s team. Create a player named "EIGHTIES" to access

the All '80s team. Create a player named "HOWLIE" to access the '97 Conference A team

Create a player named "LEI" to access the '97 Conference B team.

Create a player named "STATS MEN" to access the All-Time Stats Leaders team.

· Create a player named "ELEC ARTS" to access the EA Sports team

Create a player named "TRBURON" to access

Secret Stadiums Follow the instructions under "Secret Teams" above and enter the following player names to unlock secret stadiums at the "Stadium Se-

lect" menu . Create a player named "SAN MATEO" to ac-

cess the EA Sports stadium.
• Create a player named "MAITLAND" to ac-

cess the Tiburon Sports Complex

See the Endina When the EA Sports logo appears, hold L + R + Z: you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

MAJOR LEAGUE BASEBALL EATURING KEN GRIFFEY JR

At the main menu-the one with the spinning baseball that says "Exhibition/Season/Wor Series/HomeRun Derby"-tap all four C butsimultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode; you'll find two new teams in the "Ali-Star" di

rision: Nintendo and Angel Studios. See the Ending

At the stadium-select screen, tan all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now press the Z button; instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by

the game's credits.

At the stadium select screen, press Z to enter View Stadium" mode. While viewing the sta dium, hold R + Z to see a small fireworks display at home plate,

# MARIO KART 64

If you come in first and earn the Gold trooby in all four cups in the Mario GP 150cc mor you'll gain access to a new option that allows you to race all 16 courses in reverse. Course Ghosts

· Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27" 10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Race way course.

• Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'S2"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him

· Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'3B"00 if you want to beat her.

# MIKE PIAZZA'S STRIKE ZONE

During the game, press START to pause, then enter any of the following codes at the "To-

day's Game" screen:
• Aluminum bats—L, R, L, R, B, L, B, A, Right Red bats—L, R, L, R, R, Down, B, A, Right
 Rainbow bats—L, R, L, R, Z, B, R, A

" Devil's Thumb stadium-L, R, L, R, Right, A, CO. L.A.

Activate all options on the Pitch menu—L, R, L. R. CD. A. Z. CO. R. L. See the Credits

When the Major League Basebali logo appears right after you turn the game on. quickly press R, A, Z, R, C, A, B; you'll hear a signal to confirm. Now if you wait for the opening credits to end, the game's full credits will appear Secret Dedication

When the Major League Baseball logo ap

pears right after you turn the game on, quickly press C. R. B. B. you'll hear a signal to confirm and a secret message from a lovesick game programmer will appear.

# Secret Codes

Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:

• Turbo Mode—C®, Z, C®, Z, C®

Big Feet Mode—C®, R, Z, C®, C®
 Kids Mode—C®, C⊕, R, L, Z

Start with Uzi Sub Machine Gun-CO, CO, CO. CO. R « Start with Mini Rocket Launcher—R, L, C®,

COR. COR Start with 9mm High Power Gun-R, L, C. CO CO

Start with 7.65 Silenced Pistol—C®. L. C®. CO, CO

# MORFAL KOMBAT 4

Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (C® + C® in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a se-cret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy, the remaining op-tions allow you to perform fatalities with just one button Secret Characters

To access Noob Saibot and Goro, you must first acress the cheat menu as described above. Next, enter one of the following codes at the character-select screen;
Noob Saibot—Highlight the "Hidden" op-

tion at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously

Goro—Highlight the "Hidden" option at the hottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

### MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes # Feter "T D F C L T" for invincibility (you can

still be killed by ceiling traps or long falls)
• Enter "G T T B H R" for Infinite lives
• Enter "N X C V S Z" to start with 10 Urns of

Vitality in your inventory Enter "CRVDTS" to see the credits from

the end of the game Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponen-

t's head off. Combos 3 Hits-High Punch, High Punch, Low Punch

S Hits-High Punch, High Punch, Low Kick, High Kick, Back + High Kick 6 Hits—High Punch, High Punch, Low Punch,

Low Kick, High Kick, Back + High Kick Stage Passwords Wind Stage—T H W M S B Earth Stage—C N S Z D G

Prison Stage—R G T K C S Water Stage—Z V R K D M Fire Stage—JYPPHD Bridge of Immortality—QFTLWN



ame girls are popular subjects in the Art Show.



The game room was packed for the entire convention.



Pocket Fighter Puzzle Fighter Howard Lew



Jason Morrow



OTAKON Video Gime Tournament Winners

Bomberman



Bust-A-Move Tekken 3
Jenny Christopher Tony DeCastro



Qhan Chi's Fortress-Z C H R R Y

Note: With the "Z C H R R Y" password in place, you can warp to Quan Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground—hold A to warp to the battle with Quan Chi or B to fight Shinnok.

# MORTAL KOMBAT TRILOGY

Play as Khameleon
When the "story" screens appear during the
game's demo mode, quickly press C⊕, C⊕, A, B, C⊕, C⊕, C⊕. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now

Khameleon is a selectable character at the character-select screen, Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your apponent before the battle begins When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn Choose any tharacter, hold High Punch + Low Punch and point the D-pad or joystick Down before the battle begins. When the fighters appear, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

Hidden Game #1 After playing 50 consecutive games in twoplayer mode, you'll get to play a hidden game that's similar to Pong.

Hidden Game #2 After playing 100 consecutive games in twoplayer mode, you'll get to play a hidden game that's similar to Galaxian.

Hidden Game #3

When fighting on The Pit stage, keep an eve on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the Z button; if you do this, the winner of that match will get to play a hidden game that's similar to Space Invaders. This game also appears If you play 150 consecutive games in two-player mode.

Stage Select At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to

fight in.

Super Hard Mode At the character-select screen, highlight Kano, hold Down and press START, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find th all of the battle plans have been thanged to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping eight endurance matches

Free Play When the "story" screens appear during the game's demo mode, quickly press Down Down, Up, Up, Right, Right, Left, Left on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as

many times as you wish

Secret "More Kombat" Menu When the "story" screens appear during the game's demo mode, quickly press Run, High

Punch Low Punch (that's C'® R A in the de fault control configuration.) You'li hear Shao Kahn say "Outstanding!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appr you'll find a new option with a blue question nark; this cheat menu allows you to activate the stage-select feature, disable throwing, ac-tivate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon. Secret "Kombat Cheats" Menu
When the "story" screens appear during the

game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C⊕, C⊕, C⊕, A, B, B, B, A, A in the default control configuration.) You'il hear a voice say "Ow-uhl" Now press START to access the Kombat menu, then hold Up and press SYART. When the main menu appe you'll find a new option with a red guestion mark; this cheat menu allows you to activ Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's colision boxes on. The collision boxes are tools that the programmers use to check the char acters' hit detection, but you can use them to study the attack ranges and defense parame-ters of your favorite fighter. When you attack a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

# MULTI RACING CHAMPIONSHIP

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Ma-chine", then—when the car select screen appears—highlight one of the locked garages and press B; the word "Selected" will appear to confirm your choice. Both players can thoose the Hannya or Dues in this mode, even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.

# NAGANO WINTER OLYMPICS 9B Repeat Ending

When you earn a gold medal in every event including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

Vs. Screen Codes Each of the following cheats can be entered at the "Tonight's Matchup" screen while the names of the two teams are announced: All Computer Assistance Turned Off-Hold Right, press Pass, Pass

Big Head—Hold Up, press Turbo + Pass simul-taneously

Rooftop Court-Hold Left, press Turbo, Turbo ABA Ball-Hold Right, press Shoot, Turbo, Pass Display Shot Percentage—Rotate the D-pad or lovstick clockwise

Each of the following codes must be entered at the "Tonight's Matchup" screen by pressng the Turbo, Shoot and Pass buttons to change the numbers in the box at the bottom

of the screen.

Baby Sized Players-025 No Music-048 Tournament Mode-111 Fast Passing—120 Stealth Turbo—273

Max. Speed-284 No Pushing—390 Unlimited Turbo—461 Hyper Speed-552 Max. Blocking-616 Quick Hands-709

Max. Power-802

Goaltending Allowed-937 Secret Characters To play as a secret character, choose "Enter

and input the name and pin number of one of the following special guests: Hardaway—AHRDWY 0000 Amrich-AMRICH 2020 Bardo—BARDO 6000 Pesina—CARLOS 1010

C. Robinson—CLIFFR 0000 Thompson—DANIEL 0604 Roan-DANR 0000 D. Robinson—DAVIDR 0000 DiVita-DIVITA 0201 Olajuwon-DREAM 0000

Ferrier-EDDIE 6213 Elliot-ELLIOT 0000 Geer-EUGENE 6767 Ewing-EWING 0000

Hill-GHILL 0000 G. Robinson-GLENNR 0000 Grant—HGRANT 0000 Rivett-JAMIE 1000 or MUNDAY 5432

Japple-JAPPLE 6660 Skiles-JASON 0729 Carlton-JC 0000 Hedrick-JFER 0503 Hey-JONHEY 6000 JOHNSN 0000 Kemp-KEMP 0000 Kidd-KIDD 0000

Boon-KOMBAT 0004 Malone-MALONE 0000 Martinez---MARTY 1010 Mednick---MEDNIK 5000 Miller-MILLER 0000 Minifee-MINIFE 6000 Morris-MORRIS 6000 Tobias—MORTAL 0004 Mutombo—MOTUMB 0000

Muresan—MURSAN 0000 Vinikour—MXV 1014 Ehrlich-NICK 7000 Fitzgerald-PATE 2000 Perry-PERRY 3500 Pippen—PIPPEN 0000 Quinn—QUIN 0330

Rice-RICE 0000 Rodman-RODMAN 0000 Root-ROOT 6000 Liptak—SHAWN 0123 Smits-SMITS 0000 Oursier-SNO 0103 Stackhouse--STACKH 0000

Starks-STARKS 0000 Turmell—TURMEL 0322 Webb-WEBB 0000 Webber-WEBBER 0000 Funk—NFUNK 0101 Mourning—MOURNG 0000

### MEL RUITZ Secret Character

SAL-0201

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN nimbers to play as a secret character: TURMEL—0322

JAPPLE-6660 JENIFR-3333 LUIS-3333 DANIEL-0604 JASON-3141 ROOT-6000 BRAIN-1111 GENTIL-1111 RAIDEN-3691 ROOT-6000 5HINOK-8337 SKULL-1111 THUG-1111 FORDEN-1111 CARLTN-1111 VAN-1234 BILL7-0526 77---1221 JIMK-5651 MARKA-1112 FD-3246 TODD-1122 MITCH-4393 JOHN-S15B IOSH-4288 RYAN-1029 BETH--7761 BRIAN-081B GRINCH-2220 PAUL 0-0517 LT---7777 NICO--4440 GATSON-1111 ROG-8148 MONTY-1836 SHUN-0530 GENE-0310 PAULA-0425

DRN-6959

Secret Codes At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.-enter the following code using the Turbo, Jump and Pass buttons followed by a direction on the D-pad or joystick. For example, to activate the "Team Big Play ers" code (1-4-1-Right) press Turbo ance, Jump four times, Pass once, then press Right. A mes-sage will appear to confirm each code. Note: Some codes will not work in a two player game unless both players enter the code. Powerup Blockers—3-1-2-Left Powerup Speed—4-0-4-Left

Powerup Teammates - 2·3·3·Up Powerup Defense-4-2-1-Up Powerup Offense—3-1-2-Up Infinite Turbo-5-1-4-Up Fast Turbo Running—0-3-2-Left Super Field Goals-1-2-3-Left Super Blitzing—0-4-5-Up Hyoer Blitz--5-5-5-Up Fast Passes-2-5-0-Left No First Downs-2-1-0-Up No Interceptions-3-4-4-Up No Punting-1-5-1-Up Allow Stepping Out of Bounds-2-1-1-Left No Play Selection Late Hits---0-1-0-Up Turn Off Stadium-5-0-0-Left Tournament Mode—1-1-1-Down Show Field Goal %—0-0-1-Down

No Random Fumbles--4-2-3-Down No CPU Assistance--0-1-2-Down



Game Rave is one of the most profes-sional-looking video-game fanzines we've seen in a while; the layout, writing style and timely information all remind us of Ties & Tricks Executive Editor Jim Loftus' sues sent to us included tons of three-man reviews, fresh codes, import material and smaller articles of more insightful, personal gaming material. This is a very cool publication; it's vi-This is a very cool publication; it's visually distinctive and appears to have a reliable publishing schedule. For a sample issue, send \$2 to Jason Dvorak at Game Rave, 10211 S. St. Louis, Evergreen Park, IL 60805.





Smart CPU Opponent-3-1-4-Down Invisible—4-3-3-Up Hide Receiver Name-1-0-2-Right Big Head-2-0-0-Right Huge Head-0-4-0-Up No Head-3-2-1-Left Team Big Heads-2-0-3-Right Headless Team-1-2-3-Right Team Tiny Players-3-1-0-Right Team Big Players—1-4-1-Right Show More Field—0-2-1-Right Night Game—2: 2: 2: Right Weather: Rain—5-5: 5: Right Weather: Snow—S-2-5-Dow Weather: Clear—2-1-2-Left Fog On-0-3-0-Down Thick Fog-0-4-1-Down

# NFL QUARTERBACK CLUB 98

Choose "Enter Cheat" from the main menu and enter any of the following passcodes: G L Y T H M D-Giant players S M L M D G T—Tiny players B B M N T B L-Players are tall and thin

JPN 5 MW R—Players are short and fat TRNTDLFR-Passing accuracy is at zero for BRDWYNMTH-Passing accuracy is at

maximum for all quarterbacks CRLLWY5-Acceleration attribute is at maximum for all players W L T R P Y T N—Agility attribute is at maxi-

mum for all players 5 T Y C K Y H N D S-Hands attribute is at maximum for all players M C H L J N S N—Speed attribute is at maxi

RNLD5WZNGR—Strength attribute is at maximum for all players Y N S T Y N S—Discipline and Awareness at tributes are at maximum for all players

B G B F Y D F-All attributes are at maximum for all defensive players B G B F Y F F-All attributes are at maximum

or all offensive players LLDESCK-All attributes are at zero for all

defensive players L I, F F S C K—All attributes are at zero for all offensive players

SPRTMMD-All players' attributes are at PWHYRM N-All players' attributes are at

S P R B G R M S—Quarterbacks can throw the ball 100 yards, kickers can kick the ball 100 yards, punters can punt the ball 100 yards

S P R T R B M D—Super turbo mode F R M B Y F R M—Slow motion mode DWNDRV-Eight downs instead of four N B C T C K L 5-Computer-controlled players

SPRDPRTCKL—Super-duper tackles TGHTGRP—No turnovers GTNHNDS-Nearly every hit causes a fum-

S P R S L Y D—Slippery field
B G S P R D V—Dive distance is greater LDSTRTRK—Passes appear instantly in re ceivers' hands

WYSTPSS-Passes are always tipped BGTWSTRS-Ball carrier spins and spins

until he's tackled M N F L D M D—All players do the "up and over" dive every few seconds during game

play PBYBYMD—All players crawl like babies Y L C T R C F B---Players move around like the old "electric football" games

S N W S L D S-Players slide around on their butts

STNTXTM-Access Acclaim, Iguana, NFC

# NHL 99 Secret Code

Choose "Options" from the main menu, then access the Password option and enter any of the following codes to alter the graphics or

gameplay: F A S T—Faster gameplay BRAINY-Big head mode BIGBIG-Giant players

### NHL BREAKAWAY 98

grammers prefer them.

Cheat Menu At the main menu, quickly press C®, C®, C®, CP, R, R; you'll hear a sound and a new op tion called "Cheat Menu" will appear, Access this menu and you'll be able to change the players' size and textures, a sound test menu and more. The "house rules" option sets up the game's options the way the game's pro-

Secret Teams At the Team Select screen in Exhibition mode quickly press C®, t, C®; you should hear a slap-shot sound. Now you can find three se-cret teams between the "Controller Pak" team and Anaheim: they're called New York. Salt Lake and Parts Unknown

Extra Bonus Points in Season Mode At the Season Menu—the one that shows your bonus points on the right side of the screen—press C®, C®, C®, C®, C®, C®, C® C®, R; you will get 100 extra bonus points. Repeat the code whenever necessary to get as many bonus points as you need. See Injured Players for All Teams (Season

At the Season Menu, press L to call up the Season Menu. If the Trainers Room optio ers Room and press C®, C®, C®, C®; you'll hear a signal to confirm. Now you can view any team's injured players; just press Left or Right to switch teams.

## OFF-ROAD CHALLENGE

cret Tracks Enter any of the following codes at the 'Choose a Track" screen:

· Flagstaff-Hold the L button and press Left on the D-pad, then highlight "Mojave," hold the Z button and press A.

. El Cajon-Hold the L and R buttons and press Up on the D-pad, then highlight "El Paso, " hold the Z button and press A.

Guadalupe—Hold the R button and press

Down on the D-pad, then highlight "Vegas," hold the Z button and press A.

# OLYMPIC HOCKEY NAGANO 98

Itiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the A button at the title screen, then have Player 1 highlight "Practice" and press A. If you do this, all of the other players who were holding A will get to play in practice Instant Start

To start a game quickly, hold any button es cent A at the main menu and press START: you'll immediately jump to the face-off with you playing as Modano on the USA team. Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the C® button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent. Note: This trick does not work in "Olympics" mode.

Player Size Tricks At the Options menu, hold the C®, C® or C® button and press R; you'll see a line of num-bers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows: Big Heads—Hold the C® button and press R until the first two digits of the "Spedals" op-

tion are "10". Huge Heads—Hold the C® button and press R until the first two digits of the "Specials" op-

tion are "01" Tiny Heads-Hold the C® button and press R until the first two digits of the "Specials" op-

Tiny Players-Hold the OB button and press R until the third digit of the "Specials" option is

Giant Players Hold the C button and press R until the fourth digit of the "Specials" op tion is "1"

Short, Fat Players -Hold the C@ button and press R until the fifth digit of the "Specials" Tall. Thin Players-Hold the C® button and

press R until the sixth digit of the "Specials" option is "1"

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101 Some of the codes also change the announce er's voice in a humorous way. Forfeit Game

During a game, press START to pause, then access the Options screen. Hold the L butto and press CO nine times; the seventh digit of the "Specials" option will be changed to When you return to the game, you'll find that the game clock is at 0:00 and the score is 1:0 against you. Note: You may have to enter this code twice to get it to work. Frequent Fight Mode

At the Ontions screen, hold the L button a press C®, C®, C®, C®, C®, C®, C®, C®, C®, C® The "5pecials" option will appear with the ninth digit changed to "1". Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Ar-cade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

When you see the replica of Mount Rush more, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. I ou hit him, the face will change to that of Mario's arch-rival, Wario.

Debug M Choose "Load" from the main menu: if you

have a controller pak with Quake saves, press B to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

# EMPAGÉ WORLD TOUR

At the main menu or character-select screen, hold the L button and all four C buttons for

about three seconds until you hear a signal Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the A button first to bypass the Rumble Pak mes-sage.) Press Left or Right to change cities and Up or Down to change countries, you can even access the secret levels.

Chaose "Setun" from the main menu, then enter any of the following codes at the Setup

\*\* 50 Lives—Press Up, Up, Down, Down, Left, Right, Left, Right, C<sup>®</sup>, C<sup>®</sup>, C<sup>®</sup>, C<sup>®</sup>, C<sup>®</sup>.

\*\*Level Select—Press Down, Up, C<sup>®</sup>, Down,

CO, CO, Down, CO; you'll automatically return to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level

Game Boy Mode"--Press Up, Down, Right, C®, Down, Up, Left, C®, Up, Down

• Demo Mode—Press Left, Right, Up, Down,

C®, C®, C®, C®, Left, Right, Up, Down, C®, C®, C®, C®, Left, Right, Up, Down, C®, C®, Instant Power-Une

At any time during the game paused—you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done live times in each stage

Shield---Down, Left, C®, C® Two-Way Weapon—Up, C®, Up, C® Three-Way Weapon—Right, Right, C®, C® Four-Way Weapon—Down, Down, Up, C® Radiation Spray—Up, Down, C®, C® Speed Up—Left, Left, Right, Right, C® Flamethrower Weapon--Down, Right, Down, Right, CD

# SAN FRANCISCO RUSH

rcurt Password + Secret Car Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode: 8DPSKG5L4G59P

G92WVCOY0DRDO

Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored;" when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track-select screen appears, press the Z button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team Rush" Formula 1 racer.

Secret Alcatraz Track First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:

At the Select Car screen, hold Co, press Z, release both, tap Left on the D-pad, then press B three times to return to the main

2) Choose "Setup;" at the setup screen, he C®, press Z, release both, tap Up on the Dpad, then press B to return to the main menu

3) Choose "One Race" again, at the Select Track screen, hold C®, press Z, release both, tap Right on the D pad, then press A to advance to the Select Car screen 4) At the Select Car screen, hold C®, press Z,

release both, tap Down on the D-pad, then the L button, then the R button; you'll hear a



# CONTINUE?

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Last featured in TIPS & TRICKS Fanzine Patrol July 1998

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# **GAME OVER**

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signal to confirm the code. Now press B to ren to the Select Track screen, where you'll find that Track 7 is now available.

"Setup" Screen Cheats Each of the following codes works at the Setup menu (the one that says "Options/Controls/Audio")

. To disable the in-game timer, hold Z and enter the following code: Hold C®, press C®, release both, hold C®, press C®.

To disable the automatic abort feature, press the C® button four times; now your car won't be picked up and returned to the main

course if you get stuck against a wall.

• To disable vehicle collisions (you can drive right through the other cars) press Left, then hold Right on the D-pad and press Co, then elease both and press €®, €®, €®, Z.

. To change the game's detailed polygon textures into flat shades of color, hold CD, press L, release both, press Z, hold C®, press L, release both, press Z.

 When your car crashes, you will return to the closest possible spot near the crash if you hold the Z button at the Setup menu a enter the following code: Hold C®, press C®, elease both, hold CD, press CO.

. To turn all of the traffic cones in the name into mines, press L, R, L, R, L, R.

 To turn the courses upside down, press Up, Right, Down, Left, Down, Right, Up, Left. To change the game's gravity, hold Z, press
Up, Down, then release Z and press Up.

Down, Up, Down, Repeat the code up to three times for three different gravity set-

"Solect Car" Screen Cheats Each of the following codes works at the "Se lect Car" menu

. To change the height of your car, hold C. press C®, release both, hold C®, press C®. Re peat up to four times for different heights. To change the size of your vehicle's from tires, hold C®, press C®, release both, hold C®, press C®. Repeat the code for different

tire sizes \* To change the size of your vehicle's rear tires, hold C®, press C®, release both, hold C®, press C®. Repeat the code for different

. To start your vehicle on fire, hold C® and press Z four times; enter the code a second time to put out the fire, and again to return

the vehicle to normal. To change your car into a mine, press C⊕,
 C⊕, Z, C⊕, C⊕, Z, C⊕,

"To change the color of the fog in the game, hold Z and press C® three times; repeat the code to get different colors.

Extra Camera Angles While driving with one of the two "external" camera angles, hold the L button and press Up or Down on the D-pad to change the distance between the camera and your vehicle.

Drive at Night During the game, press START to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through highlight the 'cyg option and cycle through the different settings by pressing Left or Right. If you hold all four C buttons, you'll see that the "Extreme" fog setting has been re-placed with a new option called "Foggy

# SNOWBOARD KIDS Unlock All Secret Options

Night."

At the main menu-the one that says "Start / Lesson / Option"-carefully enter the follow-ing code: Press Down, Up on the analog joystick, then Down, Up on the D-pad, then CV, CA, L, R, Z, then Left on the D-pad, CO, Up on

the analog joystick, B, Right on the D-pad, C®, START; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Val-ley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

# STAR WARS: SHADOWS OF THE EMPIRE

Enter your name as "\_Wampa\_\_\_Stompa" or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "5tompa," and that the "W" and "5" are the only letters that are capitalized. Now start the game and enter any stage. During the game, press Left on the D-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left—not all the way to the left-and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right-not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use L and R to scroll through the different cheat codes and press A. B or START to activate the one you wish to use as follows:

· Get all stuff (weapons, items) Invincibility

50 lives

 Sleepy villains (press Up on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you. Press Down to deactivate.) Kill Dash

. Teleport (to another location in the current

stage) (\$kip to ) Next level

(Restart) This Level

Press Down to deactivate.)

(Return to) Previous Level Wall Ghost (Press Up on the analog joystick to turn this option "on;" now you can walk into walls and go right through locked doors.

You'll notice the new item at the pause menu called "Game Secrets;" check this out to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, with this cheat code in place, if you choose 'Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked.

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of Outrider from behind. Next, press START to pause, then hold Left + L + R + Z +  $C \oplus + C \oplus +$ C®; with all of those buttons held down, press Up and Down on the joystick to chan your ship to an X-Wing or Imperial TIE Fighter.

Control Enemy Characters & Vehicles

Enter your name as "\_Wampa\_\_\_Stompa" or use the "Rename" option to change your name to this, with the exact specifications as described above under "Cheat Mode." Now start the game and press START to pause; when the pause menu appears, choose "Op

Despite the lukewarm reception that

tions" and set the controls to "Traditional" Now you can take control of other characters in the game as follows:

" In the "Battle of Hoth" stage, play until the

AT-STs appear, then hold C® and press Up, then press C® repeatedly until you see an over-the-shoulder view of an AT-ST. Press Left or Right on the D-pad to steer it or hold Up to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press C® to toggle between the snowspeeder and the AT-ST.

. In the "Escape from Echo Base" stage, hold CD and press Left on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty leve because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D pad to control the Wampa: hold Down to attack. Once the code is in place, press € to switch between Dash and the Wamna

Also in the "Escape from Echo Base" stage, hold CD and press Right on the D-pad; you'll be controlling an Imperial Snowtrooper. can still control Dash with the analog stick while playing as the Snowtrooper. Use the D pad to control the Snowtrooper; hold Down to fire. Once the code is in place, press C® to switch between Dash and the Snowtrooper In the "Gall Spaceport" stage, hold C® and

press Left on the D-pad to control a Wampa or Right on the D-pad to control an Imperial Stormtrooper; these both work as described under "Escape From Echo Base" above.
• In the "Imperial Freighter Suprosa" stage,

hold C® and press Right on the D-pad to con-

trol a Stormtrooper as described above.
• In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold C® and press Right on the D-pad to control one of Prince Xizor's ar-

See the Ending Enter your name as "\_Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press START to return to the title screen: when it appears, point the analog joystick in the Up/Right position to see a photo of the game's creators. Wampa Noises

Enter your name as "R\_Testers\_ROCK" or use the "Rename" option to change your name to this. Now you can hear Wampa sounds whenever you access any menu option.

SUPER WARLO 64 Cinema Camera Change Make sure you have a second controller plugged into the Player 2 port when you de-feat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad quards, you can use the analog joy stick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

Choose "Single" from the main menu, then choose the "New Name" option and enter the name, then press and continue to hold the RESET button on the Nintendo 64. After

events of the first film and centers

about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat it self as long as you hold the RESET button.

Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen,

Stage Select Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C⊕ + C⊕ and press the L button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Satum, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or Puzzle" game modes; you'll find that you can now choose any stage to Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C® + C® and press the L button as above to change the nu the menu to different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence.

# OP GEAR RALLY Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race;

· Access all cars (except bonus cars)—A, Left, Left, CT, A, Right, Z Access All Tracks (except Mirror Tracks)—A,

Left, Left, Right, Down, Z Access Mirror Tracks—Right, Up, Left, C♥, Right, Down, Z

Access Milk Truck—Down, A, Right, Z, Right, Up. C®

Access Helmet Car-Up, Up, Z, B, A, Left, Left Access Ice Cube Car—C®. Up. B. Right. A.

C®, A, Right

" Access Beach Ball Car—B, B, A, Left, Left, C®, A, Right

 Access Mirror Cars—Right, Up. Left, C@. C@. A, Right, Z. With this code in place, press C at the Car Select screen to change any car into a mirror textured vehicle

 Non-Blur Mode—B, Left, Right, Up, Left, Z, Right. This code turns off the N64's "bilinear filtering" effects, making the graphics appear to be more "pixelated."

• ZBuffer Mode—C®, Z, B, Up, Up, Right. The ZBuffer is used by the N64 to determine if a pixel that is about to be drawn is in front or behind the pixel already on the screen. This buffer is exactly the same size as the buffer that contains the color information for each pixel. When you enter this cheat, the N64 continuously copies the current ZBuffer data into the color data, and the result is a freaky mess of colors on the screen. Enter the code again to turn ZBuffer Mode off. ee the Credits

Choose "Options" from the main menu, then

TIPS & TRICKS TV



Mortal Kombat: Annihilation received in movie theaters last fall, some per ple still think there is plenty of life left in the seemingly never-ending battle between the Earth-Realm and the Outworld. Threshold Entertainment—the people behind the whole Mortal Kombat media franchise, including the films, the animated series and the live tour-has created a weekly television show based upon the events in the MK universe and has also started to lay the groundwork for the third movie. Mortal Kombat: Conquest takes place 500 years before the

around Kung Lao-Shaotin Monk and ancestor to Liu Kang—and his conquest in search of warriors who are worthy enough to defeat the forces of evil, such as Shang Tsung and his Outworld. Seen on both TNT and in syndication around the country, each hour-long episode follows Kung Lao through the events that MK fans have heard about for years now and haven't had the chance to see firsthand, Like the recent Mortal Kombat Mythologies game, it delves into the backstory surrounding the games and the origin of the characters contained



Raiden; in this scene he's zappin Kung Lao for insubordination



highlight "the Load Configuration" option and press C®, Right, Down, Z. You'll see the full credit sequence from the end of the game-not the abbreviated version that can be called up from the Options menu at any

# TUROK: DINOSAUR HUNTER

Cheat Codes Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've en-tered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they also be accessed during the game (except "Gallery" and "Show Credits".)

R B N S M T H-Invincibility THIS SIKS CI - Soirlt Mode C M G T S M M G G T S—All Weapons B L L T S R R F R N D—Unlimited Ammo \*
F R T H S T H T T R L S C K—Infinite Lives GRGCHN—Big Head Mode \*\* D N C H N—Tiny Enemy Mode D L K T D R—Pen and Ink Mode LTHCLRSFTHRNB—Purdy Colors

S N F F R R-Disco Mode (enemies don't attack) CLLTHTNMTN—Quack Mode THBST—Gallery (view the characters)
FDTHMGS—Show Credits \*\*\* NSTHMNDNT-Show Enemies (on the

mani This cheat is also activated by the "RB-NSMTH" and "GRGCHN" codes.) (\*\* This cheat is also activated by the "RB NSMTH" code.)

(\*\*\* This cheat is also activated by the "RB-NSMTH", "GRGCHN" and "DNCHN" codes.) "The Big Cheat"

"Enter Cheat" menu, input the code "NTHGTHDGDCRTDTRK". This activates nearly all of the cheats described above well as allowing you to warp to any stage or "boss" battle.

### WAR GODS

Ahua Kin-In close, 3-D, ↑ ↓ ↑ + High Kick Anubis-3·D, → > ↓ & ← + High Punch + Low

Kick Pagan-From 1/2 screen distance. ← → + Low

Tak—← ⊭ ¥ → + Low Punch + High Kick Maximus-Hold 3-D, press → + High Punch + Low Punch

CY-5-From 1/2 screen away, ← ← + High

Warhead—Far away, 3·D. → ¥ ↓ ¢ ← + High

Voodoo-From 1/2 screen away, ← → + Low

Vallah—In close. → → + Low Kick Kabuki Jo—At sweep distance, ← ⊭ ↓ ⅓ → + Low Kick + High Kick

Play as Grox At the character-select screen, quickly press Down, Right, Left, Left, Up, Down, Right, Up You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character;

Grox will not appear until the fight begins. Play as Exor At the character-select screen, quickly pro Left, Down, Down, Right, Left, Up. Left, Up. Right, Down. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Exor will not appear until the fight

within, Both the emperor Shao Kahn and the Thunder God Raiden are involved, guiding each of their forces in also see healthy doses of Scorpion, Sub-Zero and their Ninja kin. Each episode's plot will weave into one anbuilding towards an inevitable climax in which Kung Lao and his war-riors must battle against Shang Tsung in another Mortal Kombat tournament to decide the fate of the world. Chi, all of whom will help bridge the

Infinite Continues
At the first War Gods title screen—not the one with the "Start/Options" menu on quickly press C®, C®, Right, A, B, C®, C® You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu and highlight the "Continues" option; you'll find a new setting called "Free Play."

At the first War Gods title screen-not the one with the "Start/Options" menu on quickly press Right, Right, Right, B, B, A, A. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu: you'll find a new option called "Cheat Menu which allows you to handicap either player, choose which stage you'd like to fight in, dis able the game timer or activate an "Easy Fa tality" option. With this option turned onand the "Fatalities" option activated at the main menu-you can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears.

WAVE RACE 64 Enter Stunt Mode and choose the Dolphin Park course. Now perform all of the possible stunts (handstand, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and submarine dive off a ramp), go through all of the rings and finish the course before ner expires. The easiest way to accomnlish this difficult task is to do all of the nonramp stunts at the beginning of the course, before you reach the ramps; you can even do one stunt-like the stand and somersault before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you do all of the above correctly, you should hear the dolphin thattering when you cross the finish line. With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick Down and press a button to confirm your choice. (If you want the alternate-color character, hold Up on the D-pad while holding Down on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dol phin trick accomplished, you'll also find that the game's demo mode alternates between

# the normal demo and a new demo of people WAYNE GRETZKY'S 3D HOCKEY

riding dolphins

Pause the game and select "Replay". Press L or R to highlight a player, that player will flash for a brief instant. If you press Z quickly before the player stops flashing, he will turn invisible. Press START twice to return to the game; that player will stay invisible. Note that pressing Z causes the highlight to return to the player closest to the puck, and that high fighting an invisible player will cause him to become visible again. Note the order in which you advance through the players as you press the Lor R button. To turn your entire team invisible, advance through the line-up with L or R until you reach the last player on your team, press Z to turn him invisible, then use the

together and lay the groundwork for the third MK movie which is already in the pre-production stages. Suppos edly, it will involve the events seen in Mortal Kombat 4, with Shinnok and his minion Quan Chi plotting the takeover of the Earth Realm. Meanwhile, Threshold is keeping busy with several other MK projects as well, in-cluding a chain of Mortal Kombai works. Yep, you too can dismember your friends and remove your neighbors' spines.

-Benjamin Leatherman

same button to advance to the next-to-last player press 7 etc. You can't turn the goalie invisible with this trick, but if you pause the game while no player is controlling the puck you can turn the players on both teams invisi

Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the A button at the title screen, then have Player 1 highlight "Practice" and press A. If you do this, all of the other players who were holding A will get to play in practice mode with you. Instant Start

To start a game quickly, hold any button ex-cept A at the main menu and press START; you'll immediately jump to the face off with you playing as Gretzky on the Rangers.

Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the C® button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent.

Player Size Tricks At the Options menu, hold the C®, C® or C® button and press R; you'll see a line of num-bers called "Specials" at the bottom of the screen. The first six digits control the way you character appears in the game as follows: Big Heads—Hold the C® button and press R until the first two digits of the "Specials" op-

tion are "10" Huge Heads—Hold the C® button and press R until the first two digits of the "Specials" op-

Tiny Heads-Hold the C® button and press R until the first two digits of the "Specials" option are "11".

Tiny Players—Hold the C® button and press R until the third digit of the "Specials" option is

Giant Players-Hold the C® button and press R until the fourth digit of the "Specials" op-

Short, Fat Players-Hold the CA button and press R until the fifth digit of the "Specials" option is "1"

Tall, Thin Players-Hold the C® button and press R until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the fi four digits of the "Specials" option to "1101" Some of the codes also change the announce er's voice in a humorous way Forfeit Game

During a game, press START to pause, then access the Options screen. Hold the L button and press C® nine times: the seventh digit of the "Specials" option will be changed to When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you.

Trade Players At the Options screen, hold the L button and the eights digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the C® button ten times. A secret "Modify Teams" menu will appear. Use the D pad or joystick to choose two teams to modify, then press A. The roster of the first team appears on the left; press B to change the team on the right. Use Up or Down to high-

light the name of the player you want to re

lace, use Left or Right to highlight the name of the player you want to replace him with. Press A to make the substitution. Press START to advance to the other team to modify; when you're finished (or if you just wanted to vith one team) press START to return to the "Team Stats" screen.

Frequent Fight Mode At the Options screen, hold the L button and press C®, C®, C®, C®, C®, C®, C®, C®, C®, C® The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Ar-cade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

Access Super Teams The "Specials" option will appear with the tenth digit changed to "1". Now you have ac-cess to four super teams at the "Select Your Team" menu: USA, Canada, Williams Enter tainment and the "99ers".

See Company Logos Press Z at the Options menu to view the different company logos that appear on the sides of the rink during the game. This only works if you choose Options from the main menu, not while a game is in progress. You can also do this at some of the other menu screens, like the "Records" menu.

# WAYNE GREIZKY'S 3D HOCKEY '98

All of the codes listed above for the original Wayne Gretzky's 3D Hockey will work in Wayne Gretzky's 3D Hockey '98 except for the "Invisible Players" code and the "Trade Players" code. (The ability to trade players is a standard option in the '98 edition, not a hidden feature.) Also, the "Access Super Teams" code will allow you to choose four historical NHL teams—the Hartford Whalers, Minnesota North Stars, Quebec Nordiques and Winnipeq nstead of the "super" teams from t original game.

# Change Floor Graphics

Play the game in Practice mode and complete all 16 practice rounds. Once you've done this, the main menu screen will have a red back-ground. Now access the Options menu: you'll find a new option called "Floor." Highlight this option and press A repeatedly to cycle through the different floor textures; when

you play a new game, the image on the floor will be the one you chose.

New Puzzle Pieces After completing all the practice rounds, achieve a rating of "OK" in Classic Mode, Pro Mode and all of the different game types in the Challenge and Handicap modes. (The game icons will flash green after each successful completion.) Once you've done this, the main menu screen will have a green back-ground. Now select any mode of play except Practice. In the sub-menu for each game mode you will see a blue water bubble icon. Press A to change the bubble into a rubber duckle; this allows you to play with new oddly shaped pieces, including triangles, shorter walls and large blocks. Make Waves

Once you have earned the green background as described above, hold C® at the main menu to create a waterspout—or C♥ to cre ate a vortex--which you can move around the screen with the analog stick.



Shang Tsung (played by Bruce Locke) uses his "soul suck" fatality to gain energy.



Princess Kitana wants to prove to Kung Lao that she's his biggest fan (ouch!).



## 3D LEMMINGS

Stage Select

Choose "Codes" from the main menu and enter the password "LAMPWICK". Highlight 'End" and press X; the message "Password will appear. Now choose a difficulty level and select "Play"; a stage-select menu will appear that allows you to start at any point in the game. Watch Movies

To see any of the game's full-motion video scenes, choose "Codes" from the main menu and enter one of the following passwords: SPACEAAA-Space movie

EGYPTAAA---Egyptian movie ARMYAAAA-Army movie

MAZEAAAA—Ending sequence When you highlight "End" and press X, the scene you selected will appear.

# ADIDAS POWER SOCCER

At the player-select screen-the one that shows the formations at the top, just before the match starts—press L2 + R2 +  $\Box$  + X simul-taneously; do this several times until the name of your team changes to "Dream Team!" Now you have a fast, super-powered

### THE ADVENTURES OF LOMAX Stage Select

During the game, hold Down on the D-pad and press START to pause. While paused, hold Up and press △, O, X, □. Two small numbers will appear on the left side of the screen Press START to unpause, then hold L1 and press SELECT repeatedly change the left num ber to the number of the stage you wish to go to. Once you've decided, hold L1 and press START to warp there. To remove the numbers from the screen, just re-enter the same code.

Stage Warp With the numbers on the screen as described above, hold L1 and press 🗆 to make Lomax fly. Use the D-pad to move him anywhere in the current stage, even through obstacles. When you're ready to land, hold £1 and press

# AGILE WARRIOR F-111X

Pause the game and press Left, 🗓 🗒 🖂  $\mathsf{Up}, \triangle, \triangle, \triangle, \mathsf{Right}, \mathsf{O}, \mathsf{Down}, \mathsf{X}, \triangle, \triangle, \triangle, \square$ Maximum Fuel and Armor

Pause the game and press Left,  $\Box$ ,  $\Box$ Up, Δ, Δ, Δ, Right, O, Down, X, Δ, Δ, Δ, Ο. All Weapons=999

Pause the game and press Left, □, □, □, □, □, Up, △, △, △, Right, O, Down, X, R1, R1, R1, R1, Toggle Minimum Speed

ise the game and piess Left,  $\Box$ ,  $\Box$ ,  $\Box$ ,  $\Box$ Up, A, A, A, Right, O, Down, X, A, A, A. Now your minimum speed is zero; hold L1 to

Hidden Camera Angles

Pause the game and press Left, □, □, □, □, □, Up, △, △, △, Right, O, Down, ×, Up, Down, Left, Right. Enter this code repeatedly for new views.

Missian Complete

Down, Down, Down, 'Dancer" Cheat

If you complete all ten missions in Agile War rior, you'll get treated to a little full-motion video "R & R" courtesy of your commanding officer. However, if you want to skip directly to this scene, simply pause the gan

press Left, [], [], [], [], Up, \( \Delta \), \( \Delta \), Right, O, Down, X, Down, X, Down, X, Down, X, Down, X, Down, X, Down, X. Now abort the game or finish the current mission; the next time go into a mission briefing, you'll see the hid-

# ALIEN TRILOGY

Level Skip

Go to the password screen and enter the pass word "GOLVL" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "GOLVL34".) Highlight "Accept" and press the X button; you'll see the words "Cheats Activated" or the screen. Now guit to the title screen and select "Start Game" to start at the level you chose. Enter the password "GOLVL35" to see the video scene from the end of the game. Cheat Mode

Enter "t G O T P 1 N K B C 1 D B O O T S O N" as your password, highlight "Accept" and press the X button; you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, where you'll find a new option called "Cheats"; this allows you to become invincible or start on any stage

### ANDRETTI RACING Secret Cars

Choose the "Begin Career" option at the main menu and enter your name as "GO BEARS!". When the Season Setup menu appears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BRUINS!" instead, you'll ac cess six secret Formula 1 cars, including the cool black Team Andretti vehicle Secret Ontions Menu

At the Pause menu, highlight "Race Statis tics", hold the O button and press X. You'll get a secret menu that allows you to adjust many different parameters of the race, including drafting, tire wear, centrifugal force and e speed of your opponents' cars.

### AUTO DESTRUCT Cheat Menu

At the main menu, press Up, Down, Left, Right, Down, Right, L1, Rt, R1. Begin a new game and press the START button to pause. If you entered the code correctly, you should see a new option called "Cheat Menu." The remainder of the codes shown below should be entered while in the cheat menu; each option will appear upon successfully entering the corresponding code. Extra Nitros-L1, O, Down, L1, Up, □, O, R1

Extra Money-L1, R1, Up, O. Down, C., Right,

Add One Minute to Time-Down, Lt. Lt. O. O. R1, Up. . L1 Invincibility—L1, L1, L1, L1, Left, O, O, □, Lt Infinite Fuel—L1, O, Left, Lt, O, R1, L1, Up, R1, Down

Car Tune-Up Menu-L1, R1, L1, Up, Down, O. Down, Right, Left, □, R1 Blood Mode-L1, Down, Rt, Left, L1, Right,

Angel Mode (causes angels to rise from dead pedestrians if Blood Mode is also enabled)-Up, R1, Down, L1, Up, Left, R1, Right, L1 Mission Select-Up, Down, O, L1, R1, L1, O.

Next Mission (jump to next mission from the cheat menu)--- O, R1, L1, O, Down, Lt, Up All Time Trials Available-R1, L1, O, Left, O, O. Left, L1, O.

After you've entered the Car Tune-Up Menu

press Left, R1, Right, R1, Left, R1, Right, R1. A Car Select option will appear at the bottom of the list; this allows you to play as several alternate cars including an ambulance

# BASES LOADED '96: DOUBLE HEADER

Automatic Home Runs
During the game, press START to pause, then grab Controller 2 and press △, □, X, O, O, O. You'll hear a piano sound. Next, press L1 (also on Controller 2); you'll hear the words, "Home run?" Now you will hit a home run every time your batter makes contact with the ball—even if it's a bunt. To disable this cheat. simply enter the code again; when you press L1, you'll hear the word, "Safe!" Skip Innings

As above, press the START button to pause then press A, D, X, O, O, O on Controller 2. You'll hear a piano sound. Next, press the X button (also on Controller 2): the words "Let's Go Inning" will appear on the screen. Press X on Controller 2 to change the inning number, then press START to return to the game in the inning you chose. If the game is tied when you enter this code, you'll be able to select all the way up to the 18th inning. Computer Control

To give the computer control over your t pause the game and press  $\triangle$ ,  $\square$ ,  $\times$ ,  $\bigcirc$ ,  $\bigcirc$ ,  $\bigcirc$  on Controller 2. After you hear the piano sound, press the L2 button on Controller 2 you'll hear a beep to confirm the code. If you want to regain control of your team, simply pause the game and enter the code again.

During a match, hold L2 + R2 and point the Dpad away from your opponent to activate a first person camera view. To return to the standard camera angle, hold L2 + R2 and press Down.

### BLAST CHAMBER Infinite Lives

At the main menu, press Q, Left, Q, Right, O, Down, O, Up; you'll hear a metallic sound to confirm. Now start a game in "Solo Survivor" mode; when you die, your life count will not be decreased

# BLOODY ROAR

nus Mode

To unlock the options at the "Bonus Modes" menu, you must accomplish the following: Clear the game using no continues at Level 4 difficulty or higher to unlock "Big Arm Type"

 Clear the game with Yugo at Level 4 diffi-culty or higher to unlock "No Gauge Mode" Clear the game with Alice at Level 4 diffi-culty or higher to unlock "Camera Mode"

· Clear the game with Long at Level 4 difficulty or higher to unlock "No Lighting Mode" • Clear the game with Gado at Level 4 difficulty or higher to unlock "No Guard Mode Clear the game with Mitsuko at Level 4 diffi-

culty or higher to unlack "No Wall Mode . Clear the game with Fox at Level 4 difficulty or higher to unlock "Wall Display Off"

" Clear the game with Bakuryu at Level 4 dif-ficulty or higher to unlock "Vitality Recover" " Clear the game with Greg at Level 4 diffi-culty or higher to unlock "Small Stage"

· Beat 10 opponents or more in a row in Survival Mode to unlock "Big Stage" Clear the game with all characters at Level 4

difficulty or higher to get "Afterimage Mode" "Beat all opponents in Time Attack mode in less than 10 minutes to unlock Alice's Sailor

### BRAVO AIR RACE Correct Vahirles

At the main title screen menu, hold Rt + L2 on Controller 2 and rapidly tap the SELECT button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airolane Select" screen; an F-16 and a stealth fighter

BUBBLE BOBBLE
ALSO FEATURING RAINBOW ISLANDS Debug Mode

Choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press Down, Up, Down, Up, Right, Down, Left, Down, Up, Down. If you're fast enough, the words "Debug En-abled" will appear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the R1 but-ton; press L1 to go back through the levels. Press R2 during the game to access a debug menu that allows you to choose a starting stage or add lives for both players (press Rt to return to the game.) Secret Stage

As above, choose "Bubble Bobble" from the main menu, then-as soon as the main title screen appears with the Taito copyright at the bottom of the screen-press Right, Left, Up, Down, Up, Down, Up. If you're fast enough, the words "Original Game" will appear in the lower left corner of the screen. Now you can access bonus areas after levels 20, 30 and 50

Cheat Codes Each of the following codes can be entered at the title screen while the words "Press Start" are flashing: Unlock all characters except Syn and Kron-

L1, R2, R1, □, Down, O, Down, L2, □, □, □, □ • Unlock Syn—R1, Right, R2, □, R1, Down, R1, R2. R2. O · Unlock Kron-L2, L2, Up, Up, Up, Left,

Down, Up, O, L1 New costume for Orion-R2, Down, Down, O, C, C, R2 . New costume for Nephra-TL L1, O. Un. A.

 New rostume for Juni—Down, □ Down, 12 Down, Down, Down

. New costume for Syn-O, O, O, L1, R1, O, Left

 Infinite Magic—Right, Right, Right, Left, △, Left, Left, [

Up, Right, Right, Left, O. O. Down See characters' ending sequences instead of opening sequences-A, Right, A, Right, A,

A. R2. R1. L1. L2. A. A.

During a battle, press the SELECT button to ng up the display menu, then press the SE-LECT button 11 more times. You'll see the last option on the menu change from "Camera" to "Action". Highlight this new option and press X to change the setting from "Autonatic" to "Manual"; now you can control your OKE as follows:

Up, Down-Move forward, backward Left, Right-Turn left, right

L1 + Left---Move left

L1 + Right—Move right Lt + Up--Change altitude up

L1 + Down-Change altitude down □--Grapple

# SPECIAL FEATURE!

We get a lot of letters from people who tell us that they really enjoy the funny little items that we put at the bottom of these "tip collection" pages, so this issue's PlayStation tips section includes the following

Everyone knows Marlo, Sonic and Crash., but how many of you have ever heard of Kunio, Dizzy or Krooz'r? We dug deep into the Ties & Tricks archives to round up a heap of photos and information about some of the lesser-known video-game heroes, many of whom have appeared in a lot of different games but never really became household names. So hand on to your hats and join us for a virtual stroll through the...





△-Jump up

△ + D-pad-Jump forward, backward, left or right X-Fire Main Weapon

O-Duck R2 + △—Fire Sub Weapon

R2 + X-Fire Sub Weapon twice R2 + O- Fire Sub Weapon three times

R2 + □~Fire Sub Weapon four times If you're in battle with one or more allies and

use the L2 button to view a different OKE, you will take control of that OKE and the one you were controlling before you pressed L2 will revert to automatic control

### COLONY WARS

Choose "Options" from the main menu, then select "Password" and enter env of the following codes exactly as they appear:

" Enter "Hestas \*Retort" for infinite energy " Enter "Commander\*Jeffer" to access all lev-

 Enter "Tranquillex" to get super-cooled Enter "Memo\*X33RTY" for infinite sec-

# COLONY WARS: VENGEANCE

Cheat Passwords
Access the "Password" option and enter any of the following passcodes exactly as they apnear here

Enter "Demon" to access a stage-select op

. Enter "Vampire" for infinite energy Enter "Avalanche" for infinite Afterburner
 Enter "Chimera" for infinite Secondary

weapons Enter "Hydra" for 99 upgrade credits
 Enter "Dark\*Angel" for super-cooled

· Enter "Tornado" to access all weapons

. Enter "Thunderchild" to access all fighters . Enter "Blizzard" to activate all of the above

Enter "Stormlord" to turn all active cheats

# COMMAND & CONQUER

Enter "GODZILLA" at the password screen and begin the game, The characters will all speak in Japanese.

Power-Up Codes At any time during the game, press START to pause, then enter one of the following codes. When you press START again to unpause, you will have access to the feature you requested

Ion Cannon—Right, Down, Left, Left, Down, Right, Right, Down, Left, X, □, △

Air Strike—Right, Down, Left, Left, Down, Right, Right, Down, Left, X 🗆, O Extra \$5,000-Right, Down, Down, Left, L1, Left Right Down Left

Reveal Entire Map-O. O. O. Up. O. .. Rt, O. Access Covert Operations

Choose "Enter Password" from the main menu and input the password "COVERTOPS" When you return to the main menu, you'll find a new option called "Covert Operations" The Covert Operations missions are different depending on which disc you have in the PlayStation when you enter this code, so remember to try them both.

## COMMAND & CONQUER: RED ALERT

Each of the following cheat codes can be en-

tered as follows: Access the sidebar menu then highlight the symbols in the order shown and press the Cancel button (O in the default control configuration) at each one. For example, to enter the "Parabombs" code press  $\Delta$  to access the sidebar, then highlight the | symbol, press the O button, highlight the X symbol, press the O button, highlight the  $\bigcirc$  symbol, etc. • 1,000 Credits— $\square$ ,  $\square$ ,  $\bigcirc$ , X,  $\triangle$ ,  $\bigcirc$ 

Atom Bomb—O, X O, △, □, △
 Chronoshift—△, O, O, □, □, X
 Parabomb—□, X, O, O, X, △

 Reveal Entire Map—□, △, O, X, △, □ Win Current Level—X, □. □. O. △. O.

# COMMAND & CONQUER RED ALERT; RETALIATION

Cheat Codes

Each of the following cheat codes can be entered as follows: Access the sidebar menu then highlight the symbols in the order wn and press the Cancel button (O in the default control configuration) at each one. For example, to enter the "Parabombs" code press △ to access the sidebar, then highlight the □ symbol, press the O button, highlight the X symbol, press the O button, highlight

the Osymbol, etc. Invulnerability—□, X, O, X, ∆, △
 1,000 Credits—X, X, □, O, O, O

 Atom Bomb—O, X, O, O, X, □
 Chronoshift—□, O, Δ, X, O, O Parabomb—X, X, X, O, ∆, □

 Reveal Entire Map—△, △, X, O, △, □
 Win Current Level—○, ○, △, X, X, □ Lose Current Level→○, X, ○, □, □, X
 \* "Soylent Green mode" (harvest people instead of ore)—□, X, □, X, □, X

• Replace generic "civilians" with real names—□, □, O, O, △, △

### COOL BOARDERS 3

Choose "One Player" at the main menu and enter the "Tournament" option. Choose "New Tournament", then-at the "Enter Name for Tournament" screen—enter any of the following secret codes and press X. Once you've done this, you can press △ repeatedly to return to the main menu and enjoy the benefits of these cheat codes in any game

OPEN EM-Unlock all characters WONITALL-Unlock all courses BIGHEADS-All characters have big heads (press START to activate the big heads once a

# CRASH BANDICOOT

Enter the following special password to gair access to any stage with all gems and keys col-

 $\Delta \Delta \Delta \Delta \times \Box \Delta \Delta$  $\Lambda\Lambda\Pi X\Lambda\Omega\Lambda\Lambda$ ∆O□∆XXXX

# CORTEX STRIKES BACK

10 Extra Lives See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall Into another hole that leads to a "hanging area with flying spikey creatures. While Crash is hanging, use the O or R1 button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." if you get through, you'll be warped to the second se-

## CROC. LEGEND OF THE GOBBOS

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected: LLLLDRRLLDRDLUR

# THE CROW: CITY OF ANGELS

Cheat Passwords
Choose "Continue" from the main menu and O×∆×∆O∆O×□—Start at Ship stage with invincibility

X O ∆ O □ □ ∆ O X O—Giraffe Mode ∆ ∆ X □ O O □ X ∆ ∆—Stickman Mode △ △ ○ ○ ○ ○ ○ △ △—Watch All Video

X□O△△O□X□—Debug Mode Stage Passwords  $\triangle \times \triangle \triangle \bigcirc \Box \triangle \Box \times \bigcirc -Pier$ XXXX∆□XXXO—5hip ∆○△○□△△○XO—Tomb  $\times \triangle \times \triangle \Box \times \times \triangle \Box \bigcirc$ —Graveyard  $\triangle \triangle \triangle \triangle \bigcirc \Box \triangle \Box \Box \bigcirc$ —Church ×△×△□○○×□○—Day of the Dead △○△○○△×○□O—Second Coming Club XXOXDDXADDJudah's Tower

# XXXODDXXAO-Finale CRUSADER: NO REMORSE

Choose "Teleport to Mission" from the "Load Game" menu and enter the password "L 0 S R" (the second character is a zero.) You'll get a message that says "Invalid Passcode" but the cheat mode will be in effect anyway. Now start a new or saved game. At any time during the game, hold Rt and press O to refill your health and energy. This also gives you 2,000 extra credits, all of the items and all of the weapons with ammo-

"Mama's Boy" Passwords Mission 5-T D S S Mission to-X S G Z Mission tS-JFM 4 Secret "Realtime" Mission—LRTN "Weekend Warrior" Passwords Mission 5-VD 5 S Mission 15-K F M 4 Secret "Realtime" Mission—M R T N "Loose Cannon" Passwords Mission 5—W D 5 S Mission to-0 5 G Z

Secret "Realtime" Mission-NRTN "No Remorse" Passwords Mission 5-X D 5 S Mission t0-1 5 G Z Mission 15-M F M 4 Secret "Realtime" Mission-PRTN

### DEATHTRAP DUNGEON Stage Select

Mission 15—L F M 4

At the main menu, press L1, R1,  $\triangle$ ,  $\triangle$ ,  $\square$ ,  $\bigcirc$ R1, L1; you'll hear a signal to confirm the code. Now access the "Inad Game" month: you'll find a list of the game's stages. Choose any stage to warp directly to it-albeit without any items.

# DESTRUCTION DERBY

At the "piracy" warning screen at the begin-ning of the game, press and hold L1 + Left + O. After the Psygnosis owl appears, the Re-flections logo will be replaced by a photo of the game's design team. Hidden Track

Choose the "Championship" option in any of the competitive modes ("Wreckin' Racing "Stock Car Racing" or "Destruction Derby") and enter your name as "REFLECTI". Next, return to the main menu and choose any singlecourse mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Race Practice".) Now choose a track; you'll find a new course called "Ruined Monastery"

Opponent Select As above, choose the "Championship" option in any of the competitive modes ("Wreckin Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "NPLAYERS". Next, return to the main menu and choose any single-track mode except those under "Destruction Derby". Now choose a course, after you make your selection, you'll get a secret menu prompt that lets you change the number of cars in the race. Set the number at "1" and you'll be the only car on the track. Invincibility

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "!DAM-AGEI". Next, return to the main menu and choose any game mode. Notice that your car will no longer take any damage; you're completely invincible.

# DESTRUCTION DERBY 2

Choose the "Championship" option in the

"Wreckin' Racing" or "Stock Car" mode and enter your name as "MACSrPOO" (that's a small "r".) Next, return to the main menu and choose any single-course mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Practice".) Now choose a track: you'll find that you can access the Black Sail Valley, Liberty City and SCA Ultimate De struction Speedway courses even if you haven't unlocked Divisions 1, 2 or 3. See the Credits

As above, choose a "Championship" mode and enter your name as "ToNyPaRk" (Make sure that only the "T", "N", "P" and "R" are capitalized.) You'll get to see the ending credits from the game. If you enter the name "CREDITZ!" instead, you'll see an alternate credit sequence with caricatures of the game's

# DOOM

Cheat Codes Each of the following cheats must be entered

while the game is paused Map All Lines On: △, △, L2, R2, L2, R2, R1, □ Map All Things Dn: △, △, L2, R2, L2, R2, R1, □ Lots of Goodiesl: X. A. L1. Up. Down, R2

Left Left All Powerful Mode On (Invincibility): Down. LZ. C. Rt. Right, L1, Left. O

X-Ray Vision: L1, R2, L2, R1, Right, A. X Right Level Warp: Right, Left, R2, R1, A. L1, O. X (press Left or Right to change the stage num

# TIPS & TRICKS OBSCURE VIDEO GAME CHARACTERS HALL



You may not know his name, but Kunio and his triangular hair have appeared on many different game systems. Created by Technos Japan (of Double Dragon fame), Kunio is the athletic lead character in the long-running Nekketsu ("hot blooded"). series of video games. Sadly, Kunio's name was changed in the American versions of many of the titles he appeared in Check out Vigilante or Crash in the Boys: Street Challenge on the NES for some vintage Kunio action, he's also appeared in hockey and soccer games on Japanese systems like the Fami-com, Megadrive and PC Engine. More recently, Kunio was seen in Super Dodge Ball on the Neo-Geo, reprising his role on the original arcade and NES games of the same name



River City Ransom (Nintendo Entertainment System)



Super Dodge Ball (Neo-Geo)



# DUKE NUKEM: TIME TO KILL

Press START during the game to pause, then enter any of the following codes at the pause screen:

Invincibility-L2, Rt, L1, R2, Up, Down, Up Down, SELECT, SELECT Enable Level Select at main menu-Down,

Down, Down, Down, Down, Down, Down, Down, Down, Up All Weapons-L1, L2, Up, L1, L2, Down, R1,

Right, R2, Left Unlimited Ammo—Left, Right, Left, Right, SE-LECT, Left, Right, Left, Right, SELECT All Inventory—R1, Rt, R1, R1, Rt, L2, L2, L2, L2, L2

All Keys-Up, Right, Up, Left, Down, Up Right, Left, Right, Down

# DVNASTY WARRIORS

Secret Character: Sun Shang Xiang At the main menu-the one that says "1P Bat tle. Versus." etc.-press Left. Left. Up. Down L1, R1; you'll hear a sound to confirm the code. Now start the game; you'll find Sun Shang Xiang when the cursor moves off the edge of the screen at the character-select menu. Note: To choose this character in the "Versus," "Team Battle" or any other game mode with the "shortcut" character-select screen, just press any L or R button when the character select screen appears and Sun Shang

ng will appear on the row of faces.

## FANTASTIC FOUR

Chest Made At the Options menu, press Down until the "Training" option is highlighted. Next, pres L1 + L2 + R1 + R2 at the exact same instant. If you do this correctly, several new options of appear, including invincibility, free play, "Big Boy" (which allows you to change the charac ters' size) and a level skip option. With the level skip turned on, start the game, then press L1 + L2 + R1 + R2 during gameplay to access a stage-select menu. Press Up or Down and use the  $\triangle$  and  $\times$  buttons to choose a stage, then press START to warp there.

### FELONY 11-79 Access All Cars & Tracks

At the main menu—the one that says "Start/Time Trial/Setting" etc., enter the folng code quickly on Controller 2: Tap L2 + R1 + R2, then tap R2, then L2, then Rt + A: you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available

# THE FIFTH ELEMENT

Cheat Menu

At the main menu—the one that says "New Game, Load Game, Options " etc.-press 11 L2, R2, R1, SELECT; you'll hear a signal to confirm. Now highlight "New Game" and press X; a top-secret cheat menu will appear, allowing you to start at any stage, access all ions, view all of the movie sequences and

### FIGHTING FORCE Cheat Mode

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold Left + L1 + R2 + \(\subseteq\). After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu: you'll find stage-select and invulnerability op

tions at the top of the screen

### FINAL DODM Cheat Codes

All of the cheat codes listed above for Doon will work with Final Doom

## FORMULA 1

Cheat Codes Each of the following codes can be entered at the "Race Qualify" menu, the last menu screen before the start of a race. A message will appear to confirm if you've entered a

code correctly. Gibberish Mode-Hold SELECT and press Left, O. Up, Down, Down, Right, O.

-Hold SELECT and press Right, Up. △. Left. Up. □. △ Bike Mode—Hold SELECT and press Down

Up, O. △. Right, Up, □. △ -Hold SELECT and press . O. Up. Right, Right, O. X

-Hold SELECT and press Spanish Commentary-△, O, Right, O, △, O, Right, O

German Commentary—Hold SELECT and press Down, Up, Left, Left, D, X
Bonus Track—Hold SELECT and press Left, O,

O. A. A. O. Up. Right, With this code in place you must start a race and cancel out of it be-fore you can return to the Circuit Select menu and find the "Grand Champion" bonus track.

# FORMULA 1 CHAMPIONSHIP FOITION

Secret Codes To enter any of the following tricks, select Grand Prix mode, choose "Driver Select" and use the "Edit Driver" option to change the name of any driver to one of the following

BILLY BONUS-With this name in place the "Circuit Select" menu and you'll find four onus tracks to choose from: Adia, Edialeda, Sunob and the top-secret "Sixties" circuit. BLOOMIN ARD—Makes the game harder.

BOX CHATTER-Enter this name and you'll see Muppet-like representations of game's announcers on the screen as they talk. CATS DOGS—Enter this name, then open the "Game Mode" menu and change the "Weather" option to "Rainy". When the race starts, you'll see frogs falling from the sky instead of rain

LITTLE WEELS-Actually, entering this as your name will give your vehicle gigantic wheels.
PI MAN—With this name in place, you'll be playing in WipeOut mode as a hovercraft. SWAP SHOP—Entering this name will chan some of the game's sounds; check out the col-

lision sound effects! TOO EASY-Makes the game easier.

VIRTUALLY VIRTUAL—Entering this name will change the graphic elements to flat-shaded polygons, which makes the game resemble Sega's Virtua Racing. ZOOM LENSE--Enter this name to access an

overhead helicopter-style camera angle. Championship Warp

To warp ahead in Championship mode, access the "Edit Driver" option as above and simply change the first letter of Jean Alesi's name to "N", "O", "P" or "Q". Now enter Champi-onship Mode; you'll start at Round 16.

## Secret Cheat Menu

At the main menu, highlight "Options" and press Left, Right, Left, Right. Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bot tom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip

### FROGGER Stage Select

During gameplay, press START to pause, then press Right, □, △, □, △, R1, L1, R1, L1, ○. When you return to the "Select Leve!" screen, all of the stages will be unlocked.

Infinite Lives play, press START to pause, then press Right, \( \subseteq \Lambda, \subseteq \Lambda, \subseteq \Lambda, \subseteq \lambda, \text{ X.}

### G\*DARIUS Unlock All Movies

Highlight "Movie" at the option screen, press Left, Right, Left, Right, then hold L1 + L2 + R1 + R2 and press START. All of the movies will be unlocked, even if you haven't finished the

# Infinite Shields

At the "Mission Brief" screen, hold L1 + R2 + and press Left on the D-pad. Unlimited Ammo

At the weapon select screen, hold R1 + L2 + O and press Left on the D-pad.

### GEY ENTER THE GECKO Invincibility

During the game, press START to pause, then hold the L2 button and press Left, Right,  $\triangle$ , Down, Right, Left. Infinite Lives

During the game, press START to pause, then hold the L2 button and press Up, Up, Down,

Right, △, Down Random Speech During the game, press START to pause, then hold the L2 button and press △, Left, O, Up,

Down. When you unpause, you can press SE-LECT at any time to make Gex say a random one-liner

Stage Times During the game, press START to pause, then old the L2 button and press Right, A. Right Left, △, ×. With this code in place, a time will appear in the corner of the screen to keep track of how long it takes you to beat each stage. When you're on the Media Dimension map, press SELECT to call up you current game's stats, then hold the D b to see your best times for each level.

During the game, press START to pause, then the L2 button and press Right, Right, Left, Right, A., Down, Right. When you un-pause, press SELECT to call up a stage select menu. Highlight the top option ("Level Select Menu 1," "2" or "3") and press Left or X to cycle between three different menus. Debua Menu

press START to pause, then hold the L2 but ton and press Right, Right, Left, Right, A. Down, Right, Right, △, Right, Left, △, X, Right, △, Right, Left, △, X. When you unise, press SELECT to call up a debug menu Press Left or Right to turn the different on tions on or oft; use the "Collectables" sub-menu to acquire all of the remotes in the game. You can also access the stage select options from the debug menu. Note: You can access the debug menu from any stage, but the options on the "Collectables" sub will only work while you're on the Media Di-

# GHOST IN THE SHELL

Stage Select

At the main menu, press RZ, R1, D. C. Up, Down, . R2, R2; you'll hear a sound to confirm the code. Now choose "Mission Start": a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Renlay" at the Options menu.

# GOAL STORM

Easter Island Heads

When the words "Press Start" appear on the title screen, quickly press Up, Up, Down, Down, Left, Right, Left, Right, [3, O. You'll hear the crowd cheer to confirm the code When the game starts, you'll see that all of the players on your team have giant Easter Is-land heads of stone. Note: If both Player 1 and Player 2 enter the code at the title screen, then both teams will get the funky heads. Invisible Players

At the title screen, press Up, Up, Down Down, Left, Right, Left, Right, A, A. You'll hear the crowd roar to confirm the code. Now when you start the game, press SELECT to change the camera angle. You'll find thataddition to the standard three camera an gles-there is a new camera setting that takes you slightly closer to the action. When you play with this new camera angle, only one or two players will be visible on the field. The rest of the players are still there, however,

# GRAND THEFT AUTO

Press | at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects: the name "WEYHEY" to start with

9.999.990 noints • Enter "B L O W M E" to have your charac ter's map coordinates displayed on the screen

while you play. . Enter "E A T T H | 5" to max out your 'Wanted" level

. Enter "THESHIT" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items.

"All Flags" Mode Choose "Start Game" from the main menu, then choose "Restore Game" and access the "Enter Password" screen. Enter the password ↓ △ → × → ↑ → ○ × ↓ and press START to return. Now start the game and you'll find that you have to capture all of the flags on each level instead of the usual designated number

# "Free-For-All" Made

Access the "Enter Password" screen as deribed above, enter the password  $\uparrow \triangle \times \rightarrow$ ↑ △ O ↓ → ↓ and press START to return. Now start the game and you'll find that nei-ther player is "it" and you can both capture flags at any time Grid Racer Mode

Access the "Enter Password" screen as described above, enter the password  $\times \triangle \Rightarrow \Box \Rightarrow$ ↑ ↓ △ → ↓ and press START to return. Now choose "Two Player Start" from the current menu. At the two-player world select screen, you'll find three new worlds called "Grid Racer-Round 1" through "Round 3". Choose one of these worlds and you'll be playing as race cars; cross the finish line on each lap to canture a flag

# GUNSHIP

Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press L1 + L2 + R2 + R2 buttons simultaneously and hold

# TIPS & TPICKS OBSCURE VIDEO GAME CHARACTERS HALL



# Dizzy is the mascot of Codemasters, the U.K.

based creator of the Game Genie and the awesome Micro Machines series of video yames. Dizzy has appeared in countless action, adventure and strategy games over the years, including Bubble Dizzy, Dizzy Down the Rapids and Crystal Kingdom Dizzy Though most of his exploits have been confined to the European personal computer scene, Dizzy made his way to the NE5 through several "unlicensed" cartridges from Camerica; he's in in two of the three Quattro carts and even appears in the otherwise very serious Firehawk if you enter your name as "DIZZY" at the high score screen.



(Commodore 64)



(Game Gear)

them down until the Loading screen is gone As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains

# HERCULES ACTION GAME

The Hero's Gauntlet-Hydra, Medusa, Shield,

The Centaur's Forest-Centaur, Hercules head Minotaur, Arche The Big Olive-Centaur, Shield, Hydra, Her

cules head The Hydra Canyon-Shield, Helmet, Shield,

Medusa's Lair-Archer, Pegasus, Archer, Cen-

Cyclops Attack—Helmet, Pegasus, Hercules

Titan Flight—Soldier, Shield, Shield, Lightning Passageways of Eternal Torment-Medusa, Soldier, Centaur, Pegasus

Vortex of Souls-Soldier, Lightning. Soldier, Centau

Watch All Full Motion Video Scenes

Access the password entry screen and enter Pegasus, Soldier, Centaur, Soldier as your password. When you press X, Meg will con gratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press X to skip to the next clip or press START to exit.

### HOT SHOTS GOLF

All Access Code First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold L1 + L2 + R1 + R2 on Controller 2, then as soon as you see the scre flash bright white, quickly press Up, Up Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left on Con You must continue to hold all four L and R buttons during this process and you must finish entering the code before the Hot Shots Golf logo stops bouncing. If you're quick enough, you'll hear a signal to confirm Now you have access to all of the previously locked courses and golfers. Mirror Courses

At the Course Select screen, highlight a course, hold L1 + L2, press X to lock in your selection and continue to hold L1 + L2 the course loads. When it does it will be a rrored" version of the normal course. Mirror Characters

At the Character Select menu, highlight a golfer, hold L1 and press X. If that golfer is normally right handed, he or she will play left handed, and vice versa.

### INDEPENDENCE DAY Cheat Modi

Choose "Options" from the main menu, then select "Player Name" and enter your name as "GREG FM" (be sure to enter a space between the second "G" and the "F".) Now return to the main menu (the one that says "Single Player/Multiplayer/Options") and press Left Right, Q. O. A. Down, A "Cheater" menu will appear with 12 different cheat options that you can use as follows:

 City---Use this to warp to any stage " Plane-Choose any craft; "BAC" is the alien spareship

Invincible—Turn this option on and you'll take no damage.

 Kill Civil—You can lock on to non-enemy objects and blow them up.

Kill Wing-You can lock on to your wing-

men and shoot them down

\* Damage Bonus-You can kill enemies with

just one missile. Tourist-Turn this option on to remove all

· Weapons-Turning this option on will give

nfinite missiles you it Fast Reload-This allows you to fire missiles more quickly.

· Demo Cam-You can't play the game with this option turned on, but you can use the D pad and buttons to explore each stage at your

. No Time--Turn this ontion on to disable the

# INTELLIGENT OURE

Practice Stages
Choose "Rules" from the main menu, light any of the training scenarios, hold L1 + R1 and press X. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

# INTERNATIONAL TRACK & FIELD

Secret Surprises . In the Long Jump or Triple Jump, if all three digits of your jump distance are the same (e.g. 1.11 meters, 2.22 meters, etc.) a mole will ap

pear from the ground. In the Shot Put, if all three digits of your throw distance are the same (e.g. 1.11 meters, 2.22 meters, etc.) a dinosaur will appear behind the crowd.

In the Hammer Throw, if the number before the decimal point in your throw dista matches the number after the decimal (e.g. 1.01 meters, 21.21 meters, etc.) a balloon will appear from the crowd

In the Discus Throw, if the number before the decimal point in your throw distance matches the number after the decimal (e.g. 1.01 meters, 21.21 meters, etc.) a flock of p geons will appear in the sky

In the Javelin Throw, if you throw with max imum power at an angle of over 60 degrees, you'll hit a U.F.O., which will fall into the sta-

In the High Jump, if you qualify with your first attempt, set the bar at least 40cm hig for your second attempt. If you make it, a mp will appear during your third jump In the Pole Vault, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If you make it, a space shuttle will appear during your third

Skimpier Swimsuits At the Game Select menu, highlight "100m Free Style" and press Up, Up, Down, Down, Left, Right, Left, Right, O. X. Instead of the standard one-piece swimsuits, the contestants will all be wearing bikinis.

# JET MOTO 2

Access All Tracks

Note: The following cheats require you to adjust settings at the Options menu. When you do so, always remember to exit the Options screen by pressing the START button or by highlighting "EXIT" and pressing the X but ton; if you exit the options screen by pressing the △ button, your changes will not be re tained and the codes won't work.

To access all of the tracks-including the altemate tracks-follow these steps:

At the Options menu, set the Difficulty to "Master" and the Lans Per Race to "S". 2) Choose "1 Player" at the main menu; high

light Li'l Dave, press X, then press △ until you get back to the main menu.

3) At the main menu, quickly press Up, Down,

Left, Right, R2, R1, L2, L1; you won't get any confirmation of this code.

4) Return to the Options menu and set the Laps Per Race to "3" "1 Player" at the main menu; high

light Wild Ride, press X then press △ until you get back to the main menu. 6) At the main menu, quickly press Up. Left,

Down, Right, C., R2, O, L2; you will hear a sigfirm this code. 7) At the Options menu, set the Difficulty to

"Amateur" and the Turbo to "Off".

B) Choose "1 Player" at the main menu; highlight Bomber, press X, then press △ until you

get back to the main menu 9) At the main menu, quickly press Up. Down, Left, Right, Up, Down, Left, Right; you won't get any confirmation of this code

10) At the Options menu, set the Difficulty to "Professional" and the Turbo to "On" 11) At the main menu, quickly press R2, R1, L1, L2, R2, R1, L1, L2; you will hear a signal to confirm this code. Now you can access all of

the tracks Secret Character/Extra Difficulty Setting

At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "6". Then, at the main menu, quickly press Left, □, Down, A, Right, O, L1, R1; you will hear a sig nal to confirm this code. Now Enigma is avail able at the character-select screen; there's also a new difficulty setting at the options menu called "Insane."

### JUDGE DREDD Secret Codes

To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your

PEMON?—Deformed characters ? LOVESEXY? -- See the ending BEDSTRAW I-10 credits 1 E I K K I N-Invincibility

### BIMPING FLASHI Stage Select

he Jumping Flash title screen, press **U**p Up. Down, Down, X, X, Left, Right, Left, Right, X A, X, A. The color of the text box will change from blue to reddish if you've entered the code properly. Now start the game when the World Map appears, press Right re peatedly to skip to different stages.

### THE LOST WORLD: JURASSIC PARK Cheat Passwords (All DNA, 99 Lit

Compy-XXOAUXUXOUA Human Hunter—□□△○×□□ Δοχ Raptor—XXOA□X□X□□AO T-Rex—XXOA□□□XA□A□ Human Prey-□□△○××□□△×○△

Gallery Passwords Compy—□□△○×○△○△△××
Hunter—××○△□△△△×○□○
Raptor—□□△○×○△○×△×△ T-Rex—△△□×○□○××□△□
Prey—△△□×○□△×□□○○

Stage Select Access the password screen and enter the fol

lowing password:  $\square$ , X, O,  $\triangle$ ,  $\triangle$ , X,  $\square$ , O,  $\triangle$ O. X. . You'll hear a been as if you've en ed an incorrect password and you'll be sent hack to the main menu Choose "Password" again and enter the same password' once

again, you'll think you've made a mistake. Re turn to the password screen and enter the password a third time, you'll access a top-secret stage select menu that allows you to start at any sub-stage or see any of the game's video scenes. Look for an invisible option at the bottom of the "Movies" menu.

# MACHINE HEAD

Infinite Energy At the main menu, press O. L1, L1, L1, O. L1, 0. 0. L1, 0. 0, 0, L1, L1, L1, L1, L1, 0, 0, L1. Infinite Ammunition

At the main menu, press O. O. O. O. L1, O. L1. L1, O, L1, L1, O, L1, O, L1, L1, L1, L1. Level Select

At the main menu, press L1, O, L1, L1, L1, O, O, O, O, L1, L1, O, O, L1, L1, O, O, L1, O, L1, O, O, O, With that code in place, press the R1 button repeatedly to choose your starting stage; the stage names will appear on the screen. If you skip too far ahead, use R2 to go back through the list

### MARVEL SUPER HEROES Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color. make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen

· For the Hulk, Wolverine, Spider Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing Up. · For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold Down on the D pad for three seconds and press an action button before releasing Down Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off": Dr. Doom—Press Down, Down, then press and continue to hold X, then O, then R1 (you

should still be holding X and O when you press R1) Thanos—Press Up, Up, then press and continue to hold L1, then Δ, then □ (you should still be holding L1 and △ when you press □ To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at

the character select screen • Dr. Doom—Press Down, Down and continue to hold Down on the second press; wait three seconds, then press and continue to hold X. then O, then R1 (you should still be holding Down + X + O when you press R1)

Thanos-Press Up, Up and continue to hold Up on the second press; wait three seconds, then press and continue to hold L1, then  $\Delta$ . then [] (you should still be holding Up + L1 + △ when you press □

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to djust the codes so you're pres na the Punch and Kick buttons in the proper order.

# MECHWARRIOR 2

Choose the "Password" ontion from the main

menu and enter any of the following codes

# TIPS & TRICKS OBSCURE VIDEO GAME CHARACTERS HALL OF FAME



TATTIVAL Bully/Midway's Krooz'r is a little green alien in an old-

fashioned bubble dome flying saucer. What's so un usual about this character? Krooz'r was the star of two very obscure arcade games. Wacko and Kozmik Kraoz'r, in addition to the fact that the games were released nearly simultaneously in 1983, they are

further distinguished by their unusual controls. Wacko featured a trackball mounted on a freaky, sharply angled control pa Koznik Kroaz'r was one of just a handful of games to feature the lighted pistol-grip joystick that had been introduced with the Tron coin op.





TIPS & TRICKS



for different efforts:

Access All Missions-T < X O / A X A < = Extra Weapon Variants—T # X O / A X < < <

Slow Heat Build-Up-# X X O / A 4 > Y + Access "Elemental" Mech Chassis-T/XO/A Z < # 4

Access "Tarantula" Mech Chassis-# / X O / A 4 < L Y

"Cruise Control" Throttle-# A X O / A 4 Y Y A Invincibility---# # X O / A > < U Z
Infinite Ammunition---T O X O / A X > T U Use Any Mech-# O X O I A > > O I Jump Jets for All Mechs-#YXO/A>YOL

# MEGA MAN X4

Alternate MegaMan X

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the O button twice, press Left six times, then hold L1 + R2 and press START. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

ny as Black Zero At the character select screen, enter the following code carefully: Highlight Zero, hold the R1 button, press Right six times, release R1, hold O and press START. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay

## MORTAL KOMBAT 3

Secret Cheat Mode

△, R1, R1, R2, R2, R1, R1 You'll hear Shao Kahn say, "You wilt never win." Now press START; when the stone block appears with the word "KOMBAT" in red, press Up to access a secret cheat menu. Turn "Free Play" on for infinite credits in the one-player mode. "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round

Secret Cheat Menu Start a game in two-player mode: when the "vs." screen appears, enter the Kombat Kode
"3. Skull, 2, 2, 1, 3" as follows:

1: Press Low Punch three times and low Kirk twice

 Player 2: Press Low Punch twice, Block once and-Low Kick three times

After the match starts, press START to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

To play as Goro or Noob Saibot, you must first

enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen

1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to

2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it

To play as Noob Saibot, move the invisible to Reiko, press Run and continue to hold it down

3) Continue to hold Block + Run until the

# MORTAL KOMBAT MYTHOLOGIES: SUR-ZERO

When your opponent drops to his or her kness stand about one step in front of your victim and press Forward, Down, Forward 4 High Punch: Sub-Zero will punch his opponent's head off

Combos 3 Hits—High Punch, High Punch, Low Punch gh Punch, High Punch, Low Kick High Kick, Back + High Kick 6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Choose "Options" from the main menu and select "Password," then enter any of the fol

lowing cheat codes:
• Enter "G T T B H R" for infinite lives . Enter "N X C V S Z" to start with 10 Urns of

Vitality in your inventory "CRVDTS" to see the credits from

the end of the game
• Enter "R C K M N D" to see a demo of the rock boss exploding Stage Passwords

Wind Stage—T H W M S B Earth Stage—C N S Z D G Prison Stage—R G T K C S Water Stage—Z V R K D M Fire Stage—J Y P P H D

Bridge of Immortality—Q FT LW N

Qhan Chi's Fortress—Z C H R R Y (With this code in place, you can warp directly to the battle with Quan Chi if you hold the L1 but ton when you die. If you are holding the L2 button when you die, you will warp to the battle with Shinnok.)

# MORTAL KOMBAT TRILOGY

Stage Select
At the character-select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appea that allows you to choose which arena you

Secret Character At the character-select screen, choose one of the male ninia characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold Run + Block + High Punch + High Kick and point the D-pad Away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon, He's a semi-transparent ninja who randomly morphs into other ninja char-

arters Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold L1 + L2 + R1 + R2 + Up. After a few seconds, you'll hear a confirmation sound and the screen will

shake. Now you can access the previously un-available "?" menu at the Options screen Here you can activate several cool options, in-cluding "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recov-ery.", Best of all, if you turn on the "E Button Fatalities" option, you can perform finishing moves with ease as follows:

 Fatality 1—Press △ when "Flnish Him/Her" \* Fatality 2-- Press O when "Finish Him/Her"

 Animality—Press L2 when "Finish Him/Her" Friendship—Press R1 when "Finish Him/Her"

 Brutality—Press □ when "Finish Him/Her" appears

# MOTOR TOON GRAND PRIX

(Note: This code requires a memory card.) Choose "Replay Theater" from the main menu, highlight "Replay Video," hold the R1 button and press X or O. Instead of loading videos from the memory card, you'll see 20 "Team SCEI" videos of amazing races by the game's creators. Watch these videos to learn how to become a better rarer; press X or O during each video to switch to the standard

camera angle. (Note: This code requires a memory card.) At the Time Attack menu, highlight "Load Ghost from Video..." hold the R1 button and press

X or O. Instead of loading a saved ghost from your memory card, you can choose to race with a ghost from one of the "Team SCEI" videos made by the game's creators. Extra Ontions

At the main menu, highlight "Options", hold L1 + L2 + R1 + R2 and press X. Now the option menu has many additional settings that will allow you to fine-tune the game's configura tion to your liking.

# N20 NITROUS OXIDE

Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats: ××□×××△ △—Infinite Firewalls

XO X O -Infinite weapons O××△□△□O—Infinite lives □ △ ○ △ × △ □ ×—Access any level ×××□△○×△—Enable fifth ship (Speed

O X □ △ △ O △ O—Activate "water" effect □ △ × △ ○ □ △ X—Bonuses don't reset when you die

# NAMCO MUSEUM VOLUME 2

Mappy Stage Skip

coreà

Load the game Mapov and press the A but ton to access the dipswitch screen. Highlight switch #5 in the "SW3" box and press X to turn it "on." Now start the game; you can skip stages at any time by holding L1 + R1 and pressing the X button. uper Pac Man Stage Skip

Load the game Super Pac Man and press the \( \Delta\) button to access the dipswitch screen, Highlight switch #6 in the "SW3" box and press X to turn it "on." Now start the game. When the word "Ready!" appears on the screen just before the characters start to move at the beginning of any stage, quickly hold L1 + R1 + O and press START: The screen will flash just like it does when the stage is cleared and you'll advance to the next stage. Repeat

the process for each stage to skip to any level. Gaplus Stage Select

Load the game Gaplus and press the △ button to access the dipswitch screen. Highlight switch #4 in the "SW3" box and press X to turn it "on." Now start the game. When the words "Parsec 1" appear on the screen, hold L1 + R1 + O and press START; a stage-select number will appear at the left side of the screen. Press Up or Down to change the num ber of the stage you'd like to warp to, then press START to begin at the stage you chose.

Dragon Buster Stage Skip

Load the game Dragon Buster and press the △ button to access the dipswitch screen. Highlight switch #5 in the "SW2" box and press X to turn it "on." Now start the game. When the map screen appears, hold L1 + R1 + O and advance Clovis to either of the first two dungeons on the map. Instead of entering the dungeon, you'll be warped ahead to Round 2. You can continue to advance to higher rounds as long as you hold L1 + R1 + O; when you reach the round you'd like to start on. just release the buttons and you'll be able to enter the dungeons normally

### NAMEO MUSEUM VOLUME 3 Pole Position II Secret Courses

Load the game Pole Position II and press the A button to access the options window. High "Test" and press X; then, when the test screen appears, press △ to open the test screen options window. Highlight "Dip Sw" and press X, then press Up to turn on switch #1 in the left box. Now press  $\triangle$  twice and choose "Game" with the X button. When the game loads, press A to open the options win ow again. You'll find a new option called "Course"; highlight it and press X to turn it on (you'll hear a chime.) Now start the game and you'll find that the layout of all four courses has been changed; the "Test" course now has no turns at all. This code remains in effect until you shut the power off or return to the main Museum menu. Galaxian Turho Mode

Load the game Galaxian. When the demo sequence begins, press the SELECT button ex-actly 32 times to add credits. When the number of credits shown in the lower right corner of the screen is 32, press the SELECT button ore time and hold it down while press ing START. Now you're playing in Turbo Mode, in which the game speed is many times faster than the original. This code remains in effect until you shut the power off or return to the main Museum menu.

Galaxian Hard Mode Play the game Galaxian until you clear Round 9. After you've done this, press the △ button during the demo sequence to access the op-tions window. Choose "Option" and you'll find a new option called "Rank". This allows you to change the game from "Normal" to "Hard" mode.

Galaxian Psychidelic Mode

Play the game Galaxian until you have a high score of 30,000 paints or more. Once you've done this, press the A button during the demo sequence to access the options wind Highlight "Test" and press X; then, when the test screen appears, press △ to open the test screen options window. Highlight "Dip Sw" and press X, then highlight switch #6 and press Up to turn it on. (You can't change this switch unless your Galaxian high score is over 30,000.) Now start the game and you'll be playing in Psychidelic Mode, in which all move ing objects leave trails of colored lights on the

# TRICKS OBSCURE VIDEO CAME CHARACTERS HALL OF



Poor Stanley the Bugman has only appeared in one video game that we know of however, he holds a special place in the Ties & Tacks Obscure Video Game Characters Hall of Fame because of his very distinguished pedigree. Yep, Stanley was designed by the creator of Mario, Euigi and Link: Nintendo superstar

Shigeru Miyamoto. As the main character in Dan key Kong 3, Stanley ran around with a flit filled with insect repellant, looking very much like a third Mario brother or at least a distant relative. Just think, if this game had caught on, we might all be playing Super Stanley Bros.



Donkey Kong 3 (Arcade)





While walking around inside the museum, hold the L1 and R1 buttons and press Up, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left. A pickaxe icon will appear the lower left corner of the screen. Now enter the Tower of Druaga wing of the mueum and walk forward until you face a brick wall. Press the action button to break open the wall; inside you'll see a 3-O animated sequence from Druaga and find another Druaga machine to play.

# NAMCO MUSEUM VOLUME 4

Turn on the PlayStation and hold L1 + R1 on Controller 1 while the game loads. Instead of the normal Pac Man introduction, you'll get to watch a cool live-action movie that's based Genpei Tourmaden (a.k.a. The Genji and

the Heike Clans)

Secret Pac-Land Scene Enter the Pac Land room in the museum; it's a bright scene with Mr. and Mrs. Pac-Man sunning themselves on the beach. Check out the right side of the wall behind the door; you'll see a ghost hiding there. Press X to chas away, then press X at each of the following

locations to earn a special ability: . Find the ghost behind the left side of the

 Find the ghost on top of the wall (press △ to look up). . Find the ghost talking to the fairy

. Find the power pellet (press △ to look up at the tops of the trees).

 Give the pellet to Pac-Man When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes; now you can press X to iumo

Secret Game Enter the museum and go up the stairs, then enter the first door on the left, the one that "X-Room." Once inside, hold L1 + R1 + A and press Up on the O pad; you'll see a flash of light and a girl will appear in the room. If you approach her and press X, she will turn

on the secret game in that room: it's an As sauft Plus machine. The Genji and the Heike Clans Stage Select ad the game The Genji and the Heike Clans and press the  $\Delta$  button to access the options window. Highlight "Test" and press X; then, when the test screen appears, press  $\triangle$  to open the test screen options window. Highlight "OipSw" and press X, press Right twelve times, then press Up to turn on switch #5 in the right box. Press X to confirm, then high-light "Game" and press the X button. Start the game; after Andaba tells you that "you shall have the protection of the priest Shokoku," a stage-select menu will appea (Note that the stage numbers are not in

order; for example, number \$3 corresponds to

# the first stage.) Dince you've chosen a nui from 1 to SB, press 11 to warn there. NEED FOR SPEED IN: HOT PURSUIT

Cheat Codes Choose "Dptions" from the Game Setup menu, then access the "User Name" option

and enter one of the following cheat codes as your user name to unlock different features: Empire City Bonus Track-MCITYZ AutoCross Hidden Track—XCNTRY Caverns Hidden Track—XCAV8 The Room Hidden Track—PLAYTM Scorpio 7 Hidden Track—GLDFSH Space Race Hidden Track—MNBEAM Activate Jaguar XJR-15—LJAGX

Activate Mercedes-Benz CLK-GTR-AMGMRC Artivate El Nino-ROCKET All cars and bonus tracks (not hidden tracks)

SPOUT All Camera Views---SEEALE

Speed and Language Codes First, make your selections at the Game Setup, Track, Player Car and Opponents screens usual. Once you arrive at the final Race screen, press the START button. Immediately after pressing START, let go and press the ap-propriate button combination (i.e. Up + R1+ R2). You must keep these buttons held down until the loading screen appears in order for

the codes to work Slow the game down by 20%—Up + X + △ Cops Speak With Oifferent Accent

Cops Speak in German-Up + R2 + L1 Cops Speak in Spanish—Down + R2 + L1 Cops Speak in Italian—Left + R2 + L1 Cops Speak in French—Right + R2 + L1

# NEED FOR SPEED V-RALLY

Cheat Codes

Watch the game's loading sequence carefully; when you see the Infogrames logo begin to appear on a white background, quickly press Up, Down, then immediately hold the △ but-ton and press ○. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the  $\triangle$  and O buttons immediately you can enter any or all of the ad-ditional codes shown below; these buttons must be held down before the infogrames logo is colored in and you must continue to hold them until the memory card message ap-

· Hold L1 and the words "TIME OFF" will ap pear; now the race won't end if the timer runs out in Arcade mode.

" Hold 12 and the words "NARROW ON" will appear; now the tracks will be more narrow

. Press Left, then press and continue to hold R2; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong

Press Left, then Right; the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu ontion called Memory." Note: You can't use the "Restart option if you enter this code.

### NEW RUITZ Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN numbers to play as a secret character:

TURMEL-0322 SAL-0201 APPLE-6660 JENIFR-3333 LUIS-3333 OANIFL-0504 JASON-3141 ROOT-6000 BRAIN-1111 GENTIL-1111 RAIDEN-3691 ROOT-6000

SHINOK-8337

FORDEN-1111 DAVID-3456 AZPOD-4777 FRANC--1221 ILIAN-6521 BERT-8735 IDVE-6644 AUBREY-6666 ALLEN-7911 RYRON-1969 FRANZ-8421

RRIAN-2221

Name Record Codes Enter these names and PIN numbers as described above. They won't reveal secret characters with special heads, but they will allow you to play with the won/loss records and individual stats of some of the people on the

high score tables: CALER-0916 BYRON-1111 GRINCH-0223

GUIDO-6765 Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the O pad. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two player game un-less both players enter the same code.

Powerup Blockers-3-1-2-Left Powerup Speed-4-0-4-Left Powerup Teammates—2-3-3-Up Powerup Defense-4-2-1-Un owerup Offense-3-1-2-Up Infinite Turbo-5-1-4-Up Fast Turbo Running-0-3-2-Left Super Field Goals-1-2-3-Left Super Blitz-4-4-4-Up Super Blitzing—0-4-5-Up Hyper Blitz—5-5-S-Up Fast Passes—2-5-0-Lef Super Passing-4-2-3-Right Unlimited Throw Ostances-2-2-3-Right No First Downs-2-1-0-Up No Interceptions-3-4-4-Up No Punting—1-5-1-Up Allow Stepping Out of Bounds-2-1-1-Left

No Play Selection— Late Hits—0-1-0 Up Turn Off Stadium-S-0-0-Left Tournament Mode -- 1-1-1-Down Clear Tournament Mode—1-1-1-Up Show Field Goal %-0-0-1-Down No Random Fumbles-4-2-3-Down

No CPU Assistance—0-1-2-Down Smart CPU Opponent--3-1-4-Oown Invisible-4-3-3-Up

Hide Receiver Name-1-0-2-Right Unidentified Ball Carrier—5-2-2-Do Invisible Receiver Highlight—3-3-3-Left Big Football—0-5-0-Down Big Head-2-0-0 Right Huge Head-0-4-0-Up No Head-3-2-1-Left Team Big Heads-2-0-3-Right Headless Team-1-2-3-Right Team Tiny Players—3-1-0-Right Team Big Players—1-4-1-Right Show More Field—0-2-1-Right Night Game-2-2-2-Right Weather: Rain-S-S-S-Right Weather: Snow-5-2-5-Oown

Weather: Clear-2-1-2-Left

# NEL GAMEDAY 99

Choose "Easter Eggs" from the options mer choose "Add Entry" and enter any of the passcodes below for different effects. The codes must be entered exactly as shown, in cluding the spaces

BIG BALLS—Big football BIG HITS—Hits sound more powerful BLINDERS-No penalties BOBO-All players are named Bobo BUNYON—Big players COFFEE BREAK—Extra speed

CON MAN-Computer opponent hides pass CPU SCORES—Computer-controlled players

CPU STUFFS-Computer team has stronger, faster offensive line CREQITS—See the credits

-Faster running back EGG HEAD-No stamina, more fatique injuries EURO LEAGUE-All players have European EVEN TEAMS-All players are created equal

FLEA CIRCUS—Tiny players GO CHALLENGE—Extra difficulty setting GRUDGE MATCH—Red zone is re is checkered, field goals are invisible HAMSTRUNG—More hamstring injuries HANGTIME-Punts have longer hang time HOOPS—All players are named after basket-

ball play HOT SHOT-Computer-controlled players celbrate in the field ITS IN THE FPS-Game's "frame rate" changes

constantly MIND READER-Computer opponent knows which play you've called PLAYING CARDS—Flat players POP WARNER—Smaller, faster players

PRESIDENTS-All players are named after Presidents PRIME TIME—Computer opponent makes big

plays PUPPETS—Players are controlled by string like REO ZONE-All players are named after pro

ROCKET MAN-Ball carrier can use speed

SLIOESHOW—See cheerleaders after a game SKELETON-Play as Skeleton tea SPORTS—All players are named after the game's developers STAMINA—More endurance STEEL LEG—Longer field goals STICKEM—Fewer dropped passes SWIMMERS—Improved "swim" move

TELE TUMMY—Players have TV sets in their WEAK-Players become fatigued more

### Cheat Codes Choose "Rosters" from the main of

access the "Create Free Agent" option and create a player with one of the following names to unlock secret features. Note: You must change at least one of the created player's default settings or else the player will not be added to the free agent pool

Name the player "BIGHEAO BOBBY" to give all players big heads

· Name the player "CDINHEAO COREY" to make the players' heads two-dim Name the player "LAMEBOY LENNY" to change the player animation

"Name the player "GEORGE GIRAFFE" to give

all players long necks

# TIPS & TRICKS OBSCURE VIDEO GAME CHARACTERS HAL



# Monty Mole

No, this isn't the same Monty Mole who popped up in Super Mario World, this Monty was created by Gremlin in the U.K. and—like Codemas ters' Dizzy-thrived in a series of popular action games for several years. Console fans in the U.S. might know him from his super-hero turn in Impossample, a side scrolling platform game for the TurboGrafx-16 system. Unfortunately, this was one of Monty's last appearances, we spoke to Gremlin back in 1992 to ask if Impossamole might spawn a sequel but were told that no new Monty Mole games were planned for any computer or game system.



Auf Wiedersehen Monty (Commodore 64)



(TurboGrafx-16)

Name the player "TINY TOM" to play with much smaller players " Name the player "MONKEY MICKEY" to

give all players long arms
• Name the player "SHRIMPY SEAN" to give

all players short arms

### NIGHTMARE CREATURES Cheat Password

Choose "Enter Password" from the main menu and enter the following code: ← ↑ △ ↓ ○ △ □ ↓. Next, choose "Start Game": a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues: you can also choose to play as a monster or start

# on any level. NUCLEAR STRIKE

Stage Passwords Level 1: Delta—JUNGLEWAR Level 2: Island—CUTTHROATS Level 3: Peace 1—COUNTDOWN Level 4: Peace 2—PLUTONIUM Level S: DMZ-PUSAN Level 6: Fortress-ARMAGEDDON Bonus Level: Lightning-LIGHTNING

# ODDWORLD: ABE'S ODDYSEE

Level and Movie Select Enter these codes at the main menu. " Level Select-Hold R1 and press Dov Right, Left, Right, □, O, □, △, O, □, Right,

" Movie Select-Hold R1 and press Up. Left. Right, □, O, △, □, Right, Left, Up, Right. Green Farts—Hold R1 and press Up, Left, Right, □, O, X. Now every time you fart using Gamespeak, you'll see green gas.

### OGRE RATTLE

Secret Level "FIRESEAL". After the opening sequence move the cursor along the map until you find "Dragon's Heaven." Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

# PEAK PERFORMANCE

At the Garage Select menu, enter the follow ing code: 1) Highlight "Garage A", hold the L1 button

and press O. 2) Highlight "Garage B", hold the L1 button and press O.

3) Highlight "Garage C", hold 11 + R1 and nress O

If you did it correctly, you'll be sent back to the previous menu. Now choose "Car Select" again and you'll find a new garage called "Special". Inside are a bus, a truck, a McLaren F1 and a scooter. You'll also find three new cars in Garage D.

Custom Cars At the Garage Select menu, you can change certain cars by holding the O button as fol-

 Highlight "Garage A", hold () and press X; now Car-A03, a convertible, has its top down.

Highlight "Garage B", hold O and press X; now Car-B04 has streamlined headlights and

six new colors to choose from Highlight "Garage C", hold O and press X:

now Car-C06 has a sunroof. Just for fun, while in any garage you can turn a car's blinkers on if you hold L1 and press R1.

# PERFECT WEAPON

Garden Moon—O××△OO×△ Forest Moon—O A CO C C A

Desert Moon—O X X X A O A A Proteus Moon—X X □ X □ □ △ O

# PERSONA

Extra Character

To add the character named Chris to your party, follow these steps:

1) Talk to the teacher in the room north of

the entrance/exit. The teacher will talk about a student going in and out of a sealed class rom on the 2nd floor. 2) Check out the room on the 2nd floor.

3) Talk to the student in Classrom 2-1 (the one talking to Mark )

4) Go to the casino in Joy Street Mall and talk to Mark and his friends. 5) Go to the abandoned factory where you'll

meet Chris. 6) Go to the Yin & Yan in Joy Street Mall and talk to Chris' mother. When she asks If you know her son Chris, answer "Yes." When she asks if you will be friends with him, answer

"OK 7) Meet Chris in the roadblock in front of the Sebec building (after the world changes.)

8) Don't allow Brad, Ellen or Alana into your

9) After the school shifts in the "Ideal" Mary's world, Chris will join your party.

"Good" Ending
To see the game's best ending sequence, you
must give specific answers to Mae when you
talk to her in the Lost Forest in order to get the compact. Here are the proper responses:

1) "If I stay here I'll be safe!"—Stop!

2) "Why do you guys fight?"—For everyone,
3) "Why do you live?"—For finding the an-

### PITFALL 3D: BEYOND THE IUNGLE

Stage Passwords
Level 2—METROPOLIS Level 3-DEEPDARK

Level 4-TEMPLEME Level 5—HOTROCKS

Level 6-GOINGDOWN Level 7—WOWTHATSHOT

Kryll Thular Boss—BIGWORMGUY Level 8—JAILBREAK

Level 9—THUNDERDOMES Level 10—MAGICGARDEN Level 11—SPOOKY MESAS

Cheat Passwords loating Harry—ZEROGHARRY Big Head Mode-BIGHEADHARRY

Skinny Harry—2DHARR\
See Credits—CREDITS

99 Lives—STEVECRANEME See All Movies—PLAYMOVIES See All Comics—PITFALLCOMIC

Disable Witty Banter—STOPTALKING
Get an extra 10 lives in the next game—

Access Original Pitfall!—CRANESBABY Note: Each of the following codes works dur-

ing the original Pitfall1 game:
• Programmer's Head—Press R1 + R2 • Baby (Elvira) Head—Press O + R1

 Cror Talk—Press R1 + △ when there are crocodiles on the screen; one of them will say,

"Hi. mom!" Infinite Lives—Press L1 + L2

# Refill Health I Ammo

While in Foot mode, press - + L2 to do a backflip. While you're in the air, press Down

X + R2 to refill your health meter or Right + X + O to refill all weapon ammo. Access All Weapons

During the game, press - + SELECT to view the map and press Left to rotate the man until your character arrow is pointing at you. Next press START; while the arrow is rotating back, press L1 + - + X + O. Press SELECT to exit the map mode and you should have all of the weapons in your inventory.

You must have the drill weapon in your inventory for this cheat to work. Press 🛆 to call up the weapons mend, highlight the frying pan and press △ two more times; you should be back at the weapons menu. Now press O + R1 and release them as soon as you see the number 999 in your health meter; this indicates that you are invincible.

At the main menu, press L1 + L2 + R1 + R2 + Up and release, Press () to start a new game; when the difficulty select menu appears, press L1 + L2 + R1 + R2 + Down and release. The stage-select menu will appear after you choose a difficulty setting.

See the Ending
Press X at the main menu to enter the Load Game screen. Press Right + O, then △, then Left + . then A. You'll warp to the ending sequence

Fall Through the Floor

In Jet Pack mode, stand over any dead enemy and press △ to call up the weapons menu Now hold L1 and point the D-pad diagonally Down/Right. If you're not on the lowest lo of the current stage, you'll fall right through Fact Trick

Press X at the main menu to enter the Load Game screen. Press L1 + L2 + R1 + R2, then exit the Load Game screen and start a game. Now the "butt" creatures will make farting

## POOL HUSTLER ecret Game Mode

At the title screen-while the words "Press Start" are flashing-press Up, Up, Down, Down, △, △, X, X, Left, Right, □, ○; you'll hear a signal to confirm, You'll find a new option called "Bowlliards" at the main menu; it's a billiards game that's scored like bowling

### POWER MOVE PRO WRESTI ING Hidden Character: Sparrow

At the title screen, press O, Right, △, Up. □, Left, ×, Down, ×, Down, □, Left, △, Up. ○, Right, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Commandant and press SE-LECT to find Sparrow. Hidden Character: Gorgon

At the title screen, press L1, L1, L2, R2, R2, R1,

△, Down, ×, Up, SELECT; you'll hear a bell to confirm. Now start the game. At the charac-ter-select screen, highlight Orange and press SELECT to find Gorgon. Hidden Character: Sallie

At the title screen, press Up, Down, Left, Right, A, X,  $\square$ , O, L1, R1, L2, R2, SELECT, you'll hear a bell to confirm. Now start the game. At the character-select screen, high light El Temblor and press SELECT to find Sal

# PROJECT: OVERKILL

Secret Cheats Note: To enter a cheat code, press the START button to pause the game, then highlight "Sound Volume" at the "pause" menu. Now enter one of the rodes shown below the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and

will wear off after a few minutes,
• "Cloak" Stealth Mode—Hold △, tap □, ○, O, □, release △, hold ×, tap △, △, release ×.
• Extra Speed—Hold Up, tap △, △, △, release Up, hold Down, tap X, C., O, release

Shield-Hold Right, tap O, D, A, release Right, hold Left, tap □, O, X, release Left.

Refiil Health—Hold □, tap O, X, △, release

□, hold O, tap □, X, △, release O.

« Refill Ammo—Hold O, tap □, release O, hold △, tap X, release △, hold O, tap X, release O. hold X. tap . release X.

Skip to end of current level—Tap X, Up, Down, Up, hold [], tap (), release [], hold X tap △, release X.

Mirror Mode
At the Car Select menu, highlight "Race

Down

Start," hold L1 + R1 and press START continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed. Custom Logo Colors

At the Team Logo design screen, highlight any color on the color pallette, hold L1 + L2 + R1 + R2 and press the SELECT button; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the pallette, highlight it, press Up or Down to highlight the red, green or blue pigment box, then hold the R1 or R2 button and press Up or Down on the D-pad to adjust the amount of pigment you'd like to have mixed into the final color, With the RGB boxes on the screen, press SELECT reneatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements

# THE RAIDEN PROJECT

Mission Select Choose "Difficulty" at the "Settings" menu; then, at the Difficulty menu, hold L1 + L2 + R1 + R2 and press START. A Mission Select menu will appear. Note that this is not the same as a stage select; choose Mission 2 or 3 and the game's difficulty will increase as if you'd finished all of the stages once or twice.

# PALLY CROSS

Fat tires—fat\_tires

Cheat Codes
Choose "Season" mode and select "New Season". When the "Enter Name for Season" screen appears, enter one of the following names to get different effects. Once the code is in place, you can back out of Season mode with the \( \Delta \) button and use the codes in any Access "Veteran" mode--vet me

Access "Pro" mode—im\_a\_pro Access all cars, trucks and tracks-weepo No viscous friction (mud, water, etc. don't slow the car down)—noviscous No collisions with other vehicles—banzai Double the normal gravity-stone 1/2 normal gravity-float 3/4 normal gravity—feather Realistic gravity—radbrad Car wheels can turn 90 degrees—spinner Cars with no wheels—no\_wheels Wheels with no cars—wheels

# TRICKS OBSCURE VIDEO GAME CHARACTERS HALL



# Rentley Bear

One of Atari's most unique arcade games, Crystal Castles featured sharp graphics, a dynamic trackball control scheme and a "cute" main character, Bentley Bear, A sequel never appeared, and Bentley fell into near-total video game obscuring for more than a decade. Then, in a last ditch effort to revive its failing Jaguar system. At an decided to try to put logether a Mario Kart chore called Afair Karts. At the time, someone at Atan must have said, "Instead of Mario and Luigi, we can include all of the great historical Atari characters!" Unfortu-

nately, Bentley was just about the only real "character" Atari ever had.



Crystal Castles (Arrade)



Atari Karts

# PRASCAGO

tage Skip Choose "Options" at the title screen, select the key icon and enter the password "HOUSE". Now start the game and you'll see the name of the current stage displayed on the screen. To jump to a different stage, the R1 button to change the name of the stage, then hold the R1 button down until you warp to the stage you chose. To skip to a different room within a stage, tap R2 to change the room number, then hold R2 until you warp to the room you chose.

When you lose your last life and the Game Over/Continue screen appears, press Up, Down, Right, Left. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Picture in Picture During the game, press START to pause, then hold the R2 button down and press O. O. Left, O, O. A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picturein picture window, just enter the code again.

Full Power-Up + 99 Lives Press the START button to pause the game then enter the following code carefully: Press and continue to hold L2, R1, L1, then R2, then release the buttons in this order: L1, L2, R2 R1. Next, press and release O, then press and continue to hold Left, O, II, then A. Finally, release the buttons in the following order: Left. △. □. O.

### RAYSTORM Free Play Mode

When the words "Press Start Button" appear at the title screen, hold L1 + L2 + R1 + R2 and press START; when the main menu appears continue to hold L1 + L2 + R1 + R2 and press Up seven times, then Down, then Up four imes, then START; you'll hear a voice say "Limiter released" and you should now be at the "Option" menu. Choose "Configuration and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

# REBOOT

Highlight "New Game" at the main menu. then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.

Free Shield with Every Glitch pick-up Down, R1, Left, Right, Down, L2, R2, Left, Right, Up • Full Glitch Energy—Right, L1, Up, Right,

Down, L1, R1, Up, Down, Left

Play as Enzo—Up, Left, Down, Left, Down, L1, R1, Right, Down, Right

Play as Dot Matrix Left, R1, Right, Up. Down, R2, L1, Right, Up, Down

# RED ASPHALT

During the game press START to hause then hold R1 + R2 and press Up, Left, Right, Down, A. FLO. X.

Infinite Weapons (Offensive & Defensive) During the game, press START to pause, then hold R1 + R2 and press Left, Up, Right, Down,  $\Box$ ,  $\triangle$ ,  $\bigcirc$ ,  $\times$ 

Infinite Nitros

During the game, press START to pause, then hold R1 + R2 and press Down, Down, Down,

Boss Cars At the main menu, press and hold L2, then press Left, Right, Down, Up, □, O, X, △. Now start a race with any vehicle; before the game loads, you'll get a menu that lets you choose any of the boss vehicles

Unlimited Cash At the main menu, press and hold L2 + R2, then press Left, Left, Right, Right, D, D, O, O. cash total won't change, but you can

### RELOADED

# buy anything for free.

At any time during the game, press the START button to pause. When the pause menu appears, hold the L1 and L2 buttons for approxi mately ten seconds: this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad. then you need to hold the L1 and L2 buttons a little bit longer. After the cursor is locked up, continue to hold the L1 and L2 buttons and enter the following codes to add cheat options to the pause menu

Ammo-A. Left, Left, Left, O. A. Down. Select this option to boost your ammo. Health—Down, Right, Left, A. Right, Down. Use this option to refill your energy meter.
Power-Left, Up, X, O. This option will

Skip Level-Left, A. X. Right, O. A. Down Use this option to skip the current level and start on the next stage.

Secret Character At the character-select screen, press L1, O, R1, Down, Down, R1, O, L1, L1. You'll hear a fanfare and an evil red balloon will appear over Sister Magpie. Now you can play as Fwank from the original Loaded game

### RESIDENT EVIL

Rocket Launcher
If you finish the game in less that three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.

Special Key In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have All and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

# RESIDENT EVIL DIRECTOR'S CUT

Choose "New Game" from the main menu then highlight "Advanced" and hold Right on the D-pad for about four seconds: you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual

# RESIDENT EVIL 2 PREVIEW (DEMO DISC)

Highlight "New Game" at the main menu and ld Right on the D-pad for about four seconds: a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode.

# RESIDENT EVIL 2

In the S.T.A.R.S. office check Wesker's deskit's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original Resident Evil.

Alternate Clothes Start a game in Normal Mode and go through area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original Resi dent Evil. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any

### Short the Camera

Go to the outside area in the basement where the two dogs jump down from the fence stand with your back facing the manhole and walk forward until the camera angle changes. Now draw your rifle and shoot: "bullet holes" will appear on your TV screen!

Bonus Weapons
If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two and a half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two and a half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.

Serret Character: Hunk To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him-Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; ju keep playing and always remember to save.)

# RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for

the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save or your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first leve of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level

### REVOLUTION X ind All Aerosmith Members

Tom Hamilton-On the roof of Club X, watch to see if the screen scrolls to the right or left. Once inside, after the ticket window you can choose to go right or left; choose the direction the screen scrolled on the roof. Now shoot the bathroom sign to go into the bathroom; you'll find Tom Hamilton in the last

Steven Tyler—Go into Club X and use CDs to shoot the two swordfish above the mirror. Next, shoot the mirror; you'll go through the mirror to a secret room. Shoot the light switch and the two bad guys that appear; you'll go up the ladder to find Steven Tyler.

Joe Perry—In the Amazon Jungle, after you reach the first green skull, kill it by shooting it repeatedly in the eye and mouth sockets Continuing down the hallway, shoot the ele vator button; once inside, shoot the buttor for floor three. You'll see a bunch of girls tied up; use CDs to shoot the two halves of cular grate behind them. You'll head outside and see Joe Perry flying by.

Joey Kramer-In the Middle East, shoot the noses of the first three sphinxes that appear and get the gold CD that comes out of the sphinx's mouth. You will then stop to pick up

Brad Whitford-When you reach the area with the crates in the Pacific Rim, notice that the gates are numbered. Go through Gate 1 (by shooting a CD at it) then go right and go through Gate 3. You'll go through and move to the right, past Gate 6. You'll see three boxes stacked to the right of Gate 7; shoot the top box and quickly shoot the Arrow icon that appears. You'll keep going right, then down a corner where you're attacked by fork-lifts. You'll find Brad Whitford on a forklift at

If you hold the L1 and R1 buttons at the title screen, you can manipulate the flag as follows:

D-pad Up: Tilt back D-pad Down: Tilt forward pad Left: Rotate clockwise D-pad Right: Rotate counter-clockwise

O: Spin right X: Zoom in

A: Znom out START: Make the flag transparent Rotate Cars

At the Car Select screen, use the L1 and R1 buttons to change the speed and direction in which the car is rotating

If you earn a "perfect" in the Galaxian loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Reverse Tracks When you have completed the whole game

TRICKS OBSCURE VIDEO GAME CHARACTERS HA

# Ninja Jaja Mar<mark>ukun</mark>

The unofficial mascot of Jaieco in Japan, this cute little Ninja boy has appeared in a whole slew of video games for the Famicom, Super Famicom and even the PlayStation and Saturn! Sadly, the only American release we know of with Mary in it is a little-known Game Boy cartridge called Maru's Mission, Jola Maru was also the star of a game called Squashed for the NES, a Super Mario-style platform adventure in fact, the game's designers predicted that lala Marukun could become more popular than Mario because he was physically higger than Mario on the screen! Unfortu-nately. Nintendo decided that the game was too similar to Super Mario Bros. 3, so the American release was canceled.



Super Ninja Kun (Super Famicom)

TIPS & TRICKS



Ninja Jaja MaruKun (Saturn)



time trials and all-you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction

Mirror Mode

When you start a race, drive forward a bit, When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode".

The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game-both forward and reverse tracks-in its entirety, It you can beat the black car by staying in front of him and allowing him to rear end your ve hicle all the way to the finish line, you can drive the car yourself and even save it on your memory card

### RIDGE RACER REVOLUTION

Title Screen Trick
If you hold two L or R buttons at the title screen, you can move the spotlight around with the D-pad and change its focus with [ Extra Cars

If you earn a "perfect" in the Galaga '88 loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from

Buggy Mode If you earn a "perfect" in the Galaga '88 load ing game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funny looking buggies when you start the race. Thi is very difficult to do, but here's a cheat that makes it easier: During the Galaga '88 game press and hold Down + L1 + SELECT +  $\triangle$  + R1: all of the enemy ships will be automatically destroyed with exactly one shot each.

Once you place 1st in all three courses in nor mal race mode, three super cars will appear to race against you in the Time Trial mode as fol lows:

Novice—13th Racing Car Intermediate—13th Racing Kid Expert—White Angel

If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes.

Spinning Mode Choose "Time Trial", then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button; continue to hold both buttons down until the race starts. (You'll have to press the Accelerator twice because the Brake button will take you back to the title screen.) Now you're playing in Spinning Mode. When you reach a to where it's possible to spin your car 360°, the words "Spinning Point" will appear on the screen. Try to spin your car around; it helps if ou choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on

# RISE 2: RESURRECTION

the entire race.

Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the

each Spinning Point along with your total for

Vitriol-Right, Right, Up, Up, Down, Left, Left, Dawn, Down.

Supervisor-Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up Assault-Right, Up, Up, Right, Down, Right, Up. Up.

Mayhem-Left, Right, Down, Left, Up, Left, Down, Left, Down. Anil 8-Up, Right, Down, Right, Right, Up,

# Left Un RORO, PIT

# Arena Select

At the main menu, hold L1 + L2 + R1 + R2 and press SELECT: a two-digit number will appear in the upper-right corner of the screen. Press Right or Left to choose the arena you'd like to fight in; the left digit represents the available arenas (0 through S) and the right digit repre-sents the time of day (0=morning, 1=dusk, 2=night).

# ROBOTRON X

Instant Power-Ups At any time during the game—not while paused-you can make power-up items ap pear on demand, right next to your character lust enter one of the codes shown below; do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single controller; if you're using another configuration just remember that △ means Fire Up, □ is Fire Left, O is Fire Right and X is Fire Down Shield—Down, Left, D, O

Two-Way Weapon—Up, △, Up, △
Three Way Weapon—Right, Right, □, × Four-Way Weapon—Down, Down, Up, O Pulse Wave—Up, O, Down, Right, Speed Up—Left, Left, Right, Right, △ Flamethrower Weapon-Down, Right, Down. Right, C

### ROGUE TRIP: VACATION 2012 Cheat Codes

During the game, hold L1 + R1 + R2 and press SELECT; you'll see the words "Cheats En-abled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be

entered quickly): Quick \$10,000 Cash—Hold R1 + R2, press L1. Up, Down, Up, Down Infinite Weapons-Hold £1 + R1, press Up.

Down, Up, R2 Mega Guns Mode-Hold L1 + R1 + R2 + X press Down

Invulnerable Mode—Hold L1 + R1, press Up,

Down, Left, Right Upgrade Weapons-Hold L1 + R1, press Left,

Right, Left, Right

Note: If you hold L1 + R1 + R2 and press Up, Down, Left, Right, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be dead tivated by entering the same code a second time, or hold L1 + L2 + R1 and press SELECT to deactivate all cheats.

Passwords Access the password entry screen from the options menu and enter any of the following codes to unlock special feaures: Enable Goliath—△, L1, R1, X, L2, L2 Enable Goliath—∆, L1, R1, X, L2, L2 Enable Nightshade—R1, R2, L1, L1, X, ○ Enable Helicopter—L1, △, R2, △, △, R1 Enable Alien Saucer—R1, □, X, □, L2, ○ Access "Funtopia" stage (Chalienge mode only)—X, O, L2, X, □, L1 Access "The Gulch" stage (Challenge mode

only)—X, □, O, L1, L2, □ Battle Boss 1 (Challenge mode only)—O, R2, R1, C, L1, R2 Battle Boss 2 (Challenge mode only)-O, O, L2. L1. △. △

Infinite Jump—O, □, R2, X, △, R2 Infinite Turbo—□, X, O, △, R1, R2 Double Pickups—L1, L2, O, L1, R1, □

ncreased Armor—R1. A. R1. A. L1. O. O. A. A

## ROLL AWAY

Each of the following codes can be entered at any time during the game (not while

· Chess pattern background-L1, O, Left, Right, L2, Left, R2, R2 Enable motion blur—Right, O. L2, O. R1, O.

△, X, △ (works only once per level) Temporary invincibility—Right, Down, L1,
 R2, R1, ○, △, □

 30 extra seconds in Time Trial mode—O. L1. △, △, ○, X, △, Down (works only once per Warp to bonus stage—△. Up. △. L2. L1. L2.

· Clear screen in bonus stage-Right, O, C, L1,

# ROSCO MCQUEEN FIREFIGHTER EXTREME

Laundry 2—FLUFFY Laundry 3-S WEAT Auto 1—HOTROD Auto 2—GREASE Auto 3-8 I G E N D Harolds 1-5 MELLY Harolds 2-WIDETV Harolds 3-PILLOW Leisure 1—TRICEP Leisure 2—MOTION Leisure 3-HIPHOP Residential 1—K E N N E L Residential 2—8 A R R E L Runaround-SPLASH

# RUSH HOUR

Cheat Codes

Enter any of the following codes when the words "Press Start" appear on the title screen; you'll hear a sound to confirm if you've entered a code correctly:

Four extra High Performance cars-Up Left Right, X, C

Bonus Track—X, Up, △, Down, R1, L1 Reverse Tracks option at Track Select screen + Reverse Championship" option-Left,  $\triangle$ , R1,

O, L1,Down Access "Super Championship" race mode Right, ..., Left, O. Up, X

# SAN FRANCISCO RUSH

Choose any available vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immedi-ately press one of the following buttons and hold it down until the "loading" screen apnears:

Hold △ to race in a U.F.O.

Hold L1 to race in a pick-up truck
 Hold R1 to race in a British sportster

When the race starts, you'll be driving the ve hicle you chose.

# CCARC

Ultimate Password

Choose "Options" at the Game Select me then select "Settlings" and use the L1 and R1 buttons to change the Password option to "A LLVID". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode".

## SHADOW MASTER All Weapons

Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press L1 + L2 + R1 + R2 + ○ simultaneously. A red light will appear on the screen to confirm the code: you now have all of the game's weapons. Invincibility

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + X simultaneously. A blue light will appear to confirm the code; now you're completely invincible. Stage Select

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + \( \triangle \) simultaneously. A green light will appear to confirm the code. Now press SYART and exit the game; you'll find a stage-select option on the main menu.

# SHELLSHOCK

Access the main title screen and press Up, Down, Left, Right, Down, Down, Right, Right You'll hear a piano melody and the screen will change to a photo of the game's characters with a cheat menu below. Press Left or Right at the "Starting Level" option to start at any stage, or use the other options to watch all of the full-motion video footage in the game, listen to the music and sound effects or see the credits. Invincibility

Start a game, then—as soon as you're in the tank—press SELECT and choose "Abort Game". When the title screen appears for the second time, press Up, Up, Up, Down, Down, Down, Down, Right, Right, △. You'll hear a musical signal to confirm the code. Now start the game and watch your armor gauge; it will go down when you get hit, but when it runs out it will fill right back up again.

# SHIPWRECKERSI

Region 1, Level 2-Ship, Skull, Fish, Anchor, Ship, Anchor

Region 1, Level 3-Ship, Anchor, Skull, Ship, Anchor, Fish Region 1, Level 4-Skull, Ship, Fish, Anchor,

Anchor, Ship Region 2, Level 1-Fish, Fish, Anchor, Ship, Skull Anchor

Region 2, Level 2-Skull, Anchor, Anchor, Fish, Anchor, Ship Region 2, Level 3—Fish, Anchor, Ship, Ship,

Region 2, Level 4-Anchor, Fish, Ship, Skull,

Region 3, Level 1-Ship, Skull, Skull, Fish, An chor, Skull

Region 3, Level 2-Fish, Skull, Anchor, Fish,

Region 3, Level 3-Fish, Fish, Ship, Skull, Fish,

Region 3, Level 4-Ship, Anchor, Ship, Fish, Anchor, Fish

Region 4, Level 1—Skull, Skull, Anchor, Ship,

# & TRICKS OBSCURE VIDEO GAME CHARACTERS HALL OF FAME



# Lank Frost Jack Frost is Atlus' unofficial mascot, both in

Japan and in the U.S.; you may have seen his image in the arcade Print Club sticker machines. lack appears in all of the popular Megami Tenser role-playing games in Japan; the American PlaySta-tion release of Persona is one of them. Jack has two brothers; Jack Lantern and the lesser-known Jack Skelton (the latter is known as Jack Ripper in Japan). All

three characters appeared in Jack Bros. for the Virtual Boy, which is widely considered to be the most collectible of the fourteen Virtual Boy cartridges released in North America



Persona (PlayStation)



Jack Bro (Virtual Boy)



Fish, Fish

Region 4, Level 2-Ship, Anchor, Skull, Fish, Fish, Anchor

Region 4, Level 3—Skull, Ship, Skull, Skull, Fish Shin

Region 4, Level 4-Ship, Fish, Ship, Fish, Ship, Region 5, Level 1-Anchor, Ship, Fish, Skull,

Region 5, Level 2—Fish, Ship, Anchor, Skull. Ship, Fish Region S. Level 3-Ship, Fish, Skull, Anchor,

Region 5, Level 4-Skull, Ship, Anchor, Fish,

# SKELETON WARRIORS

Invincibility At any time during the game, press START to pause, then press Down, O,  $\square$ ,  $\square$ , Up, X. Un-pause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks.

### SKULLMONKEYS Cheat Codes

Press START during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that nowerup; for example, the Universe Enema power up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work. m Bullets-Down, O, Up, R2, Left, A, SELECT, SELECT

Maximum Phart Heads-R1, Left, Up, L1, L1, ☐ Right SELECT

faximum Phoenix Hands—□, △, R2, Left, SE-LECT, O, △, Right Maximum Universe Enemas—Left, △, Right,

Down, A., SELECT, SELECT, SELECT Maximum Super Willies—R1, Left, □ △, L1, △, R2, SELECT

Maximum 1970s Icons—SELECT, O. Up. Left. Down, Up, Down, Maximum Swirly Cues-R1, Right, O. R2, R2,

Right, SELECT Maximum of All Status Items (except 1970s icons and Swirly Os)-L1, A. Down, R1, O.

Right, Up, SELECT Shield-R2, O, O, Down, Left, O, Right, Down Clean "Pause" Screen-L2, Left, O, R2, Down,

 A. Down Change Klaymen's Color-L2, O, O, Left, SE-

LECT, L2, Up, Down Psycho Klaymen—Down, Right, △, L2, Up, Left, △, SELECT

Slow-Motion Mode--L1, A, Left, Down, R2, △, Left, SELECT Super Fast Klaymen-Left, □, R2, O, R1,

Down, O, R2 Tiny Klaymen—R1, Left, □, △, R1, Left, □, △ Shoot Heads Instead of Bullets-Down, . . . . .

Down, Down, 🗆, 🗆, Right Skin Current Sub-Level-A. 11. 11. T. Right.

### SLAM 'N JAM '96 FEATURING MAGIC & KARFEM

Secret Teams

At the main menu-the one that says "Exhibition Game/ New Season" etc.-press Left, Right, Up, Down, R1, L1, □, Down; you'll hea a buzzer. Now immediately press Left, Right, Up, Down, R1, L1, ..., Up; you'll hear another buzzer. This code adds two new teams to the available list: the "Left Field" team (starring the game's designers) and the "Monsters"

Big Head Made

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press X or START; as the screen disappears, immediately tap the L1 button quickly and repeatedly until the tip-off. After the tip-off, press the START button to pause, then ss it again to return to the game; you'll find that all of the players now have swelled heads like Shaq.

Small Player Mode

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press X or START; as the screen disappears, immediately tap the R1 button quickly and repeat-edly until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game; you'll find that all of the players are now tiny like puppet-

Shot Percentage Indicator As above, get to the the second "Scouting Report" screen, highlight "Continue" and press X or START; as the screen disappears, immed ately press and hold the L1 button until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game. Now whenever a player takes a cator that tells you how likely the shot is to

Invina bilit During the game, hold the SELECT button and C, O, O, C, C, Δ.

Weapon Power-Up During the game, hold the SELECT button and press Left, □, Right, O, Up, △. Level Passwords

Uraniumania—△××□○△×△
Repsychler—×○○△□□○× Endless Bummer—X △ X ○ △ □ ○ X Viva Los Vagrantes—○ △ × △ × □ □ △

Entrance to Uraniumania-O O O A A A I

Entrance to Repsychler—○ ○ ○ X △ X □ Entrance to Endless Bummer—O O O □ □ △ Entrance to Viva Los Vagrantes-O O O X X

Game Over/Death—O O O O △ O X O Game Over/You Wih—○ ○ ○ △ × × △ ○ Credits—○○○□○××△ Exit (quit)—○○○△△○×□

SOVIET STRIKE

# Stage Passwords

Campaign #1: Crimea—W ORSTCASE Campaign #2: Black Sea—G R A N D T H E F T Campaign #3: Caspian—GROZNEY Campaign #4: Dracula—CHERNOBYL Campaign #5: Kremlin---CIVILWAR Cheat Password Enter the password THEBIGBOYS to play

with infinite ammo, fuel, armor and attemnts (If one of these items should run out, it will be instantly refilled.)

# SPACE LAM

Secret Options Menu

At the main menu, choose "Options", then highlight "Game Options", hold L1 + L2 + R1 + R2 and press X. You'll find an options menu that allows you to adjust the game's gravity and character sizes as well as changing the court. Note: After you change these options, you must press X to exit: if you press any other button, your changes may not be in effect.

# SPAWN: THE ETERNAL

Each of the following codes can be entered while the game is paused:

 Temporary invisibility—Hold L1 + R1 and . Temporary invincibility-Hold L1 + R1 and

press △, △, X, X, □, O Alt power-ups—Hold L2 + R2 and press △.

O, □, X, Δ, X All inventory—Hold L2 + R2 and press X, □, Ο, Δ, □, Ο

 Refill health meter—Hold L1 + R1 and press
 X, O, △, □, X, O Refill Magic—Hold L1 + R1 and press △, O,

x. □ Δ. 0 • Skip current level-Hold L1 + R1 + L2 + R2 and press △. X. □ O. O. O.

### SPEED RACER Access All Cars

At the car-select screen, hold L1 + L2 + R1 + R2 + SELECT + Down and press △; now all of the cars in the game will be available. Extra Camera Views

During a race, press START; while the game is paused, press Right five times, then Left five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

Hold L1 + L2 to race in bright daylight . Hold R1 + R2 to race at night Hold L1 + L2 + R1 + R2 to race at twilight

At the menu screen where your character walks across the globe, hold the START button and press O,  $\square$ , O,  $\square$ .

Hidden Messages Also at the "globe" menu, hold the START button and press O,  $\Delta$ , O. You'll see the code on the screen to confirm. Now hold START + SELECT and press O, O, O, O to see a hidden message. You can also try  $\triangle$ ,  $\triangle$ ,  $\triangle$ ,  $\triangle$  or  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ , repeat each code to turn the corresponding message off

Handbag Code At the globe menu, hold the START button and press  $\Box$ ,  $\Delta$ , O,  $\Delta$ . With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of Naked Spice Code

At the globe menu, hold the START button and press O,  $\triangle$ ,  $\triangle$ , O. Next, press L1 + L2 + R1 + R2 + START + SELECT simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

# SPIDER: THE VIDEO GAME

Press START at any time during the game to pause, then enter either of the following codes at the pause screen:

 Refill Energy + Weapon Power-Up—Press △. X, X, X, O, X, D, A, X, A, O. Repeat whenever necessary.

 Change into a Flea—Press △, □, O, △. Re peat the same code to change back into the

### SPOT GOES TO HOLLYWOOD Cheat Mode

At the title screen, press A. Up. Right, Down, Left, △, Left, Down, Right, Up, △. A new tion called "Cool" will appear on the main menu. Select it to find an option called "Open Levels". Press X to open the levels, return to the main menu and choose "Start" and "Continue Game", then press X at the password screen. When the stage-select screen appears, you'll find that you can access any level Infinite Lives

With the cheat mode activated as described above, just press START during the game to pause, then press I while paused to give yourself 50 extra lives at any time Watch Video Scenes

With the cheat mode activated as described above, go to the stage select screen, hold the button and press START. The game's video scenes will begin to play, one after another. Press X to skip to the next video at any time.

### STAR GLADIATOR Big Heads and Feet

Just before a round begins, hold Right -START + - + O until the fighters appear. character will have a giant head and enormous feet. This only lasts for one round, but you can do it in any round if you get the buttons held down before the round begins. If you hold those same buttons with Left Instead of Right, your character will have a tiny

# Wall Mode

Beat the game once with any character and get the best ending. When you return to the option menu, you'll find a new Wall Mode option, which puts a wall around the ring. You can't get a "Ring Out" in this mode, but you can knock your opponent through the wall if you finish him or her with a strong at tack near the edge of the ring. Zelkin Transform Combo

When playing as Zelkin, do his Plasma Combo, then immediately press A, A, Forward, Guard, B. Zelkin should begin to transform. Press A to turn left, B to turn right, Kick to change size and Guard to stop transforming Change Camera Angle

Immediately after winning a fight, hold O + X before your character goes into his or her victory pose. During the pose, keep holding those buttons and press  $\square$  to zoom in,  $\triangle$  to zoom out and use the D-pad to change the camera angle. Night Fighting

Before a fight begins, hold L1 + L2 + Down. You'll be fighting at night. Fight "Real Bilstein"

Play in Arcade Mode and beat all of the characters before the timer reaches six minutes (or

TIPS & TRICKS

three minutes if playing one-round battles.) After you fight Bilstein, you'll face the glow ing "Real Bilstein"

ight Kappah If the timer is exactly at 00 when you defeat your third opponent in arcade m will appear as the fourth opponent.

Play as Bilstein At the character-select screen in arcade mode. highlight Hayato, hold SELECT, move the cur for all the way over to the right to Gore and press X, O, X, O,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\triangle$ ,  $\triangle$ ,  $\triangle$ , then O+X simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press Right to find Bilstein.

Play as Kappah Note: You must enter the "Play as Bilstein code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Bilstein, hold SELECT, move the cur sor all the way over to the left to Hayato, then press O, \( \hat{\text{\tinte\text{\tin}\text{\texi\text{\texi}\text{\text{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\texi}\text{\text{\text{\texi}\text{\text{\text{\text{\texi}\text{\text{\texit{\text{\text{\ △ + X simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press Left to find Kappah. Play as Blood

Note: You must enter the "Play as Kappah" code above before you can play as Blood. At the character-select screen in arcade mode, highlight Havato, hold SELECT, move the cursor left to Bilstein, press X, 🗆, X, 🗀, X, 🗀, then press Right to highlight Kappah and press O, △, O, △, O, △, then press L1 + R1 simultaneously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappah.

# STAR WARS: DARK FORCES

At any time during gameplay-not while -carefully press Left, O, X, Right, O, X. Down, O. X. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map and more

# STAR WARS: MASTERS OF TERAS KASI

To gain additional characters at the fighter

select screen, you must perform the following tasks with the "Player Change at Continue" option set to "No" at the Options menu: To access Darth Vader, play as Luke Sky-walker and beat the game in "Arcade" mode

at the "Standard" difficulty setting or higher To access a Stormtrooper, play as Han Solo and beat the game in "Arcade" "Standard" difficulty setting or higher.
• To access Princess Leia in her "Jabba's Slave"

costume, play as Princess Leia and beat the game in "Arcade" mode at the "Jedi" diffi-To access Jodo Kast, play the game in "Sur

vival" mode and defeat seven or more charac-

culty to "Jedi" and hold L1 + L2 + R1 while entering "Team" mode (you should see a message that says "Battle for Mara Jade") and defeat all of your opponents in this mode Arena Select

Play as Chewbacca and beat the game in "Arcade" mode at the "Standard" difficulty set ting or higher. Once you've done this, you'll see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Practice" and "Arcade" modes.

## STAR WARS: REBEL ASSAULT IT Stage Passwords

Choose "Enter Passcode" at the Options menu

and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence Easy Difficulty Level—X O X O X \( \Delta\) Medium Difficulty Level—X \( \Delta\) O X \( \Delta\) Hard Difficulty Level—\( \Delta\) \( \Delta\) \( \Delta\)

### STARRIADE ALPHA Rapid Fire

At the main title Screen, press Up, Up, Down, **Down**,  $\bigcirc$ ,  $\triangle$ ,  $\square$  while the title letters are flying together. If done correctly, you will hear a muffled explosion sound. Begin your game and press the X button to access the rapid-fire

### STEEL REIGN Invincibility

At the main menu, press L2, L1, R2, O, C, O, L1, L2, L1. You'll hear a signal now you're invincible.



Access All Tanks

At the main menu, press £1, £2, £1, O, C, O O, L2, L1, R2, This code unlocks all of the re maining tanks in the game, including the Anaconda, which has an unlimited weapon

Secret Level

At the main menu, press L1, L2, L1, L2, R2, R1, , O, D, D. You'll hear a chime, then you'll be taken immediately to a secret level called "Martian Surface."

## STREET FIGHTER ALPHA

To play as a hidden character, highlight the box on your side of the so een at the char acter-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Impor tant note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden charac-ters by highlighting the "?" box and pressing

M. Bison (Player 1)-Hold the L2 button and press Left, Left, Down, Down, Left, Down, Down then □ + A simultaneously

M. Bison (Player 1)—Hold the L2 button and press Right, Right, Down, Down, Right, Down, Down, then □ + △ simultaneously. To choose the alternate-color Bison, end the code by pressing X + O simultaneously instead of  $\Box + \Delta$ .

Akuma (Player 1)-Hold the L2 button and press Left, Left, Left, Down, Down, Down, then  $\square + \triangle$  simultaneously.

-Hold the L2 button and press Right, Right, Right, Down, Down, Down, then [ △ simultaneously.

To choose the alternate-color Akuma, end the code by pressing X + O simultaneously instead of  $\Box + \triangle$ .

Dan (both players)-Hold the L2 and R2 butons and press  $\triangle$ ,  $\square$ , X,  $\bigcirc$ ,  $\triangle$ .

To choose the alternate color Dan, hold 12 and R2 and press  $\triangle$ ,  $\bigcirc$ , X,  $\square$ ,  $\triangle$ ,

Play as "Classic" Chun-Li
At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the SELECT button for at least three seconds, then press any button to choose her before releasing SELECT. You'll see her costume change to the way she looked in Street Fighter II Champion Edition; now her fireball is a "charged" move.

Play as "Shin" (True) Akuma At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the SELECT button for one second, release it. then move the cursor to the following char acters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold SELECT for one second, then press an action button choose Akuma before releasing SELECT. The D-pad directions for the above pattern is as follows: Start at Akuma, then Down, Right, Right, Down, Left, Down, Left, Down, Right, Right Right

Fight Against "Shin" (True) Akuma

Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not reappear.

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters. Choose a Victory Pose

After you defeat your opponent—but before the "K O." symbol appears—hold the SELECT button and one of the Punch or Kick buttons to choose from up to six different winning poses. (Not all characters have six poses, how

### STREET FIGHTER COLLECTION

Super Street Fighter II Turbo; Play as Akuma At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four sec onds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three PUNCH buttons and the START button. If your timing is right, you'll see a mysterious sili ette on the match-up screen. You're playing

Super Street Fighter II Turbo: Play Against

Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each oppo nent as quickly as possible, if your total play ing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma Instead, Super Street Fighter II Turbo: Remove Super

At the character-select screen, choose your fighter with the 🗆 (Jab) button, then release and quickly enter one of the following codes before the airplane flies across the map For Ryu, Ken, Blanka, Zangief, Cammy, Fel Long, Balrog or M. Bison—Press Left and Right repeatedly on the D-pad while repeat edly tapping [

For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat-Press Up and Down repeatedly on the D-pad while repeatedly tapping []

If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter. Street Fighter Alpha 2 Gold: Play as Cammy

access Cammy In Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select screen and pressing the START button twice. Street Fighter Alpha 2 Gold: Alternate Charac-

To play as special versions of certain characters with no "Super" meters, simply press START while the character is highlighted at the character-select screen. This works for Rvu. Chun-Li, Ken, Dhalsim, Zangief, Sagat

 If you press START twice while Ryu or Chun Li are highlighted, you can play as "Evil" Ryu or the Street Fighter II Champion Edition ver sion of Chun-Li, respectively.

 To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press START five

# STREET FIGHTER EX PLUS a

Hidden Characters
At the Mode Select Screen, highlight "Practice" and press SELECT, Up, Right, Down, Right, SELECT. You will hear a sound and see HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cycloid Gamma and Cy

Hidden Bonus Game

Again, in the Mode Select Screen, highlight "Practice" and press SELECT, Up, Up, Right, Up, Right, Up, SELECT. You will hear a sound nd see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game". You can now play a 3-D version of the barrel-breaking bonus stage from the original Street Fighter II.

# STREET FIGHTER, THE MOVIE

Play as Akuma

This cheat works in all modes except the Movie Battle". To do it, you must press Up, R1, Down, L2, Right, L1, Left, R2 as fast as he manly possible at the character-select screen If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where you face is displayed. Now the devil fighter is at your command.

### SUPER PUZZLE FIGHTER II TURBO Play Against Devilot

To play against Devilot in a one-player game, you must accomplish five different thing . Defeat an opponent within one minute in one round.

Have at least one Super Combo.

 Have a "Max. Chain" of 4 or more.
 Have a "Max. Power Gem" of 20 or more. Reach Stage 7 without using any continues.

Play Against Dan To play against Dan in a one-player game, you must accomplish five different things: 1. Never defeat an opponent within one

minute in one round 2. Never perform a Super Combo.

3. Have a "Max. Chain" of 3 or less. 4. Have a "Max. Power Gem" of 1B or less. 5. Use at least one continue before reaching

Stage 7 Secret Characters

Each of the following codes works at the character-select screen in all modes excent Street puzzle mode

Akuma (Player 1)-Highlight Morrigan, hold SELECT, press Down, Down, Down, Left, Left, Left. O Akuma (Player 2)-Highlight Felicia, hold SE-

LECT, press Down, Down, Down, Right, Right, Right, O Dan (Player 1)-Highlight Morrigan, hold SE-

LECT, press Left, Left, Left, Down, Down, Dan (Player 2)-Highlight Felicia, hold SELECT,

press Right, Right, Right, Down, Down, Down, O Devilot (Player 1)-Highlight Mourigan, hold

SELECT, press Left, Left, Left, Down, Down, Down, O (same as Dan code, but you must press O at the exact moment when the timer is at the 10-second mark) Devilot (Player 2)-Highlight Felicia, hold SE-

LECT, press Right, Right, Right, Down, Down, Down, O (same as Dan code, but you must press O at the exact moment when the t is at the 10-second mark)

Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold SELECT, press Right, C Hsien-Ko's Sister (Player 2)—Highlight Felicia,

hold SELECT, press Left, Left, O Anita (Player 1)—Highlight Morrigan, hold SE-LECT, press Right, Right, O

Anita (Player 2)—Highlight Felicia, hold SE-LECT, press Left, O Stage Select

Mode, choose your character, then hold L2 + R2 + SELECT and choose your handicap. Then, while you're still holding the buttons down, press one of the following buttons to choose your favorite stage: Donovan's stage—Press O

Hsien-Ko's stage-Press X Akuma's stage—Press △
Felicia's stage—Press □
Akuma's stage—Press □
Devilot's stage—Press R1

Morrigan's stage—Press Up Chun-Li's stage—Press Down Ryu's stage—Press Left Ken's stage—Press Right

Dan's stage-Don't press any button

### TEKKEN Galaga Secrets

To continue playing the Galaga loading game as many times as you wish, just press the SE-LECT button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Holding the △ button gives you rapid-fire. Double Ships

There are two ways to get twin ships in the mini-Galaga game.

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 1B.5 sec onds or less, you'll get the double ships the second wave through the rest of the

Method 2: When you first load the game wait for the PlayStation logo to appear, then hold Up, L1, △ and X on Controller 2 until the Galaga game starts. Now you can use the twin ships on the first wave. Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a per-fect "40" on all eight waves of the Galaga game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the START button to choose his evil alter ego. Play as the Boss

You've probably noticed the extra characters that you can earn in Tekken by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode. To earn the big boss, Heihachl, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round hattles.

Hidden Character Demos With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo

Kazuva: Hold † on the D-pad Paul: Hold → on the D-pag Law: Hold → on the D-pad Jack: Hold > on the D-pad Nina: Hold 

on the D-pad Yoshimitsu; Hold ← on the D-pad Michelle: Hold K on the D-pad Heihachi: Hold L1+L2+R1+R2 Lee: Hold L1+L2+R1+R2+ T on the D-pad Kuma: Hold L1+L2+R1+R2+ 7 on the D-pad Wang: Hold L1+L2+R1+R2+→ on the D-pad P. Jack: Hold L1+L2+R1+R2+ ≥ on the D-pad

Armor King: Hold L1+L2+R1+R2+# on the D-Gantvu: Hold L1+L2+R1+R2+← on the D-nad Kunimitsu: Hold L1+L2+R1+R2+S on the D

This also works on Controller 2. For example, if both players hold all four L and R buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.

# TEKKEN 2

Hidden Characters When you beat the game in one-player mode with a particular character, the "boss" charac-ter you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the boss" characters, you'll face Kazuya; beat him and he, too will become a playable chair acter. Beat the game as Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in one player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger of Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either Kick button; to choose Angel, highlight Devil and press either Kick button. Note: You must have earned all of these characters to perform any of the following tricks: · Kazuya's Purple Suit

Highlight Kazuya and press START to see his slick purple suit. This works in every game mode except Team Battle and can only used by one player in a two-player game. Super-Deformed Characters

Hold the SELECT button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger. \* Punch-Out!! Mode

Hold the L1 and L2 buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame. just like Nintendo's classic Punch-Out!! arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent, Super Juggle Mode
Hold SELECT and Up before the "Vs." screen

appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interesting.

### TEMPEST YS

ower-Up Swarm At the start of a stage in "Tempest X3" mode, shoot the first creature and fire you superzapper before the power up read the top of the playfield; do not collect this first power-up. How play normally and you will receive power-up items from nearly every enemy you shoot.

At any time during the game-at the title screen, menus or during the game-hold L1 R1, A. O. START, SELECT and Up/Left on the D-pad. You'll hear a loud grinding noise to indicate that the master cheat code is in place. Once you've done this, you can do any

of the following tricks during t . Level Skip-Hold R1 and tap L1, then fire your superzapper. The screen will be cleared and you will advance to the next stage imme diately.

 Trippy Mode—Hold L2 + R1 + △ + × and press Up. The graphics will leave freaky trails of light on the screen; perfect for those mind-altering experiments at your next party. • .MOD Music—Hold  $L2 + R1 + \triangle + \times$  and press Right. The music will change to the .MOD music when you start the next stage.

 Remix Music—Hold L2 + R1 + △ + × and press Left. The music will change to the remix music when you start the next stage

 A.I. Oroid—Hold L2 + R1 + A + X and press Down. You'll hear the A.I. droid say "At tack!". Now if you can make it to through the current stage without losing a life of using the Level Skip cheat, the first power-up that appears in the next stage will give you High Score Trick

At the three-character High Score entry screen, enter your initials as "GAY". The blue shape in the background of the High Score screen will be changed to a spinning pink tri angle.

# Hidden Game Modes

Play until you earn the top spot on the High Score table; you must earn over \$00,000 points to get there. Once you do this, the game will ask you to enter a five-character name in addition to the usual three-letter ini-tials. Enter your name as "H\_V\_S"; those are spaces in the second and fourth positions Save the game to your memory card. Now you'll find two new game modes at the main menu: "Tempest Plus" and "Tempest 2000"

# TEN PIN ALLEY

Taunt Your Occonent

When your opponent is bowling, wait until the bowling meters appear, then hold L1 + L2 + R1 + R2 on your controller and press  $\triangle$ ,  $\square$ , O or X; each button corresponds to a different taunt

# TEHCHU: STEALTH ASSASSINS

Press START during the game to pause, then

press Left, Left, Down, Down, □, □, △, □ to refill your energy Increase Item Capacity to 99

At the item select screen, hold L1 and press Left Left Down Down . . . . . . . . . . .

Unlock All Secret Ninja Tools At the item select screen, hold R1 and press Left, Left, Down, Down, □, □, △, O.

Increase Item Inventory
At the item select screen, hold L2 and press

Left, Left, Down, Down, □, □, △, X. Avame's Sexy Armor At the item select screen, press Left, Left,

Down, Down, C. C. A. O. Enable Japanese Voice-Over At the "Select Stage" screen, hold L1 and

press Left, Left, Down, Down, D. C. A. O. Enable Enemy Layout Selection Screen
At the "Select Stage" screen, Hold R1 and press Left, Left, Down, Down, C. C. A. X.

# TEST DRIVE 4

Secret Codes

To enter the following codes, you must first play the game until you earn a spot on the "Hi-scores" screen. (Be sure the "Check-points" setting is turned "on" at the "Game Options") menu. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corre sponding cheat in your next game

Enter your name as "knacked" to access re

. Enter your name as "whooopsh" to get a

Nitro boost from honking your horn (R2 in the default control configuration)

Enter your name as "mjcim.rc" for tiny cars
 Enter "sausage" to gain access to several

### TEST DRIVE OFF-ROAD

Bonus Cars
Enter the following codes as your name in the Player Setup screen. You will hear the name of the vehicle when done correctly.

Monster Truck-BEEFY Hot Rod--FIFTY 4x4 Buggy—SPRINTER Stock Car—LOWRIDER Bonus Tracks

Enter the following codes as your name in the Player Setup screen. Dirt Dash-FRIENDLY

Pharaoh's Curse-SANDDUNE and Trap--CRAZY Under Construction—ELITE Snowball Express—SNOWMAN Pipeline Way—ALLTRACK

# TETRIS PILIS

Stage Select Choose Puzzle Mode and select the "Par word" option. As soon as the password screen appears, press Down, Down, Right, Up, Up, Right, Up, Up, Up, Right, then repeat that same sequence of buttons again. Now press the X button; when the game starts, a stage-select menu will appear.

### THEME HOSPITAL

Level Passcodes
Level 2—X ○ □ △ △ ○ □ ×
Level 3—○ ○ △ □ × △ ○ △

Level 4—□△○□××△○
Level 5→○△□○×△○□ Level 6—0 A 0 X 0 X 0 Level 7—0 A A O X 0 A O Level 8—X △□○△○□X

Level 9--△□×△○×△□ Level 10-0 □ X △ □ X O □ Level 11--△ O □ O △ □ O Level 12-OFIXXFOFA

### THEME PARK

Cheat Code Enter your nickname as "BOVINE" and start a new park. When the game starts, press + > + O simultaneously to increase your bank bat ance at any time. This code also gives you in stant access to all of the rides and shops in the game

# TIME COMMANDO

Refill Energy At any time during the game, press START to pause, highlight "Sound FX" at the pause menu and press X, ∆, ∆, O, X, ∆, ∆, O, □ X. Now return to the game and you'll find that your energy meter has been refi

At any time during the game, press START to pause, highlight "Sound FX" at the pause menu and press △, □, O, X, △, O, □, X, △, □, △. Now return to the game and you'll have three extra lives. Secret Stage

Choose "Code" from the main menu and enter the password "COMMANDO"; you'll warp to a secret boxing-ring stage where you battle a clone of yourself and more.

# TIME CRISIS

# Secret Cheat Menu

At the title screen, shoot the black area in the upper portion of the letter "R" in the Time Crisis logo two times, then shoot the center of the target next to the letter "E two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coin=Free") and never have to reload ("Shot=Free").

# TNN MOTOR SPORTS HARDCORE 4X4 .

At the setup menu, choose "Select Race "Start Race" and enter the "Edit Names" on tion. Enter your name as MAINLINE, then turn to the setup menu and select "Choose You'll find a powerful new vehic Truck" called "Mother". This code also unlocks the "Pro" and "Extreme" difficulty levels.

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose

"Start Race" and enter the "Edit Names" ontion. Enter your name as RAINFROG, then re turn to the setup menu and set the weather conditions to "Severe". Start the race and you'll see frogs falling from the sky instead of

Hidden Gam

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" op tion. Enter your name as DUTCHMAN, then return to the main menu. Choose "Options", then select "Credits" to play a hidden game called Roids. It's a funny version of Asteroids in which all of the asteroids have been replaced by the heads of the game's creators.

Enter any of the following code names at the "Enter Name" screen to unlock different fea tures; you'll hear a voice say, "Cheat mode enabled!" each time you enter a code. Note: Some of the codes may conflict with other codes; for example, the "starry sky" code seems to override the "cartoon background" code, among others, if you want to clear a code, just turn the PlayStation off and start

Enter "J H A M M O" to unlock all tracks,

including the bonus track
"Enter "PATSCREEM" to access "TOCA Showdown" mode from the Race Menu
• Enter "C M N O H I T S" to disable the

game's collision detection (cars can drive right through one another) Enter "CMSTARS" for a starry sky back

Enter "C M T O O H" for a cartoon back

• Enter "C M D I S C Q" to get multicolored fog when the weather is set to "Foggy"

• Enter "C M R A I N U P" to make the rain

fall up when the weather is set to "Rain"
• Enter "C M C O P T E R" for a new helicopter camera angle (but not the kind you'd Enter "CMGARAGE" to unlock the se

cret vehicle, a tank (press O to fire its guns)

Enter "C M M I C R O" to play in "Micro • Enter "X B O O S T M E" to greatly increase

 Enter "C M C H U H" to remove the dashboard and windshield from the in-car camera

### TOKYO HIGHWAY BATTLE 9.999.999 Points

When the Jaleco logo starts to appear during the game's loading sequence, press and hold L1 + L2 + R1 + Down + START on Controller 2. After the Jaleco logo disappears and the full-motion video scene starts, press START on Controller 1, or simply wait until the title screen appears; in either case, you must not release the buttons on Controller 2 until the title screen starts to appear. Now start a game in Scenario mode; when you enter the Speed Shop, you'll have 9,999,999 points to spend on any car modifications you want Scenario Mode Tricks

Once you've beaten the game at least once in Scenario Mode, you'll be able to access these extra features

 Car Color Change—At the car select screen. press R2 on Controller 1 to change the car's color or add racing stripes.

Race the Drift King—Enter the "Vs. CPU" mode and you'll be able to race against the

 Change Speedometer—During a race, press L1 on Controller 2 to change the speed ter to white.

Best Time/Lap Indicators-During a race, hold Up and press SELECT to see the best lap

Stage Skip
During the game, press SELECT to access the

inventory screen, then press L2, R2, L1, O, A, L1, R2, L2. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current stage Access All Weapons

During the game, press SELECT to access the ventory screen, then press L1, A, R2, L2, L2, R2, O, L1. You'll hear a moan to confirm code. Now exit the inventory screen and re

TIPS & TRICKS

turn to it to find that you have been equipped with all of the game's weapons. Hote: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press Down at the Inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above; once you've entered the code, you can switch back to your preferred control

### TOMB RAIDER 2

Exploding Lara

Using the R1 button, walk forward, then backwards. Turn completely around three times, then jump backwards. Lara will ex-

All Weapons & Items

method and continue the game.

Using the R2 button, step left, step right, then left. Switch to the R1 button and walk backwards, then forwards. Turn completely around three times, then do a backwards jump and hit the Roll button (O in the default control configuration) to face the opposite direction in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares.

Using the R2 button, step left, step right, then left. Switch to the R1 button and walk backwards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (O in the default control configuration) to face the opposite direction in mid-air. Lara will freeze in midair and you'll warp to the end of the current

# TOTAL ECLIPSE TURBO

During any stage, press the START button to pause, then select "Options" to return to the main menu, Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and re-sume." Now you must enter the following code very quickly: △, □, ○, □, △, □, L1, L1+R1, SELECT, SELECT. (Hote: The plus sign means that the L1 and R1 buttons must be pressed at the same time.) You'll hear a and to confirm the code and a scary skull will appear in the window. Hext, press △, □, L1, L1, L1, □, △ very quickly; you'll imm ately return to the game with ten ships, ten plasma bombs and ten continues. Stage Select

At the main menu, highlight the "PASS-WORD" option and enter the following code: Hold SELECT, press △, L1, □, release SELECT, press A, L1, A, L1, A You'll see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your sta ing stage by pressing Left or Right on the Dpad and you're ready to warp.

# TREASURES OF THE DEEP ete Code Collection

Each of the following codes must be entered while the game is paused; just press START to freeze the action at any time and you're good to go. Note that most of these codes eactivated; just enter the same code a second time to switch it off. Refill air & health—Down, X, Left, □, Up,

Up, A, A, Right, Right, O, O, Up, Down, Left, Infinite air—Down, X, Left, □, Up, Up, △. △, Right, Right, O, O, △, O, X, □, Up, Right,

Down, Left Infinite health—Down, X, Left, □, Up, Up, ∆, ∆, Right, Right, O, O, ∆, ∆, X, X Max continues—Down, X, Left, □, Up, Up

△, △, Right, Right, O, O, R2, R2, R2, L2, L2, L2
• Turbo speed—Down, X, Left, □, Up, Up, △, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2, R2

" All weapons—Down, X, Left, □, Up, Up, △,
△. Right, Right, O, O, R1, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2

er, t., n.s, R.s, R.s, R.s, L.S, L.Z, L.Z, L.Z • Reveal entire map—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, □, X, O, X, □ • No fines for killing endangered species— Down, X, Left, □, Up, Up, △, A, Right, Right, O, P.Z, P.S. L.S. L.S. O, O, RZ, R1, L2, L1

. Open all doors-Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, X, O, △, □

• Disable currents—Down, X, Left, □, Up, Up,



A. A. Right, Right, O. O. R1, L1, L2, R2, X • Extra \$2,000,000 gold—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, R1, R2, L1,

 Unlimited payload—Down, x, Left, □, Up,
 Up, △, △, Right, Right, O, O, △, Up, x, Down Get Atlantis tablet piece for current stage—
 Down, X, Left, □, Up, Up, △, △, Right, Right, 0, 0, 11, 12, 11, 12, 0, 0

. Complete current mission—Down, X. Left. □, Up, Up, △, △, Right, Right, O, O, △, △, △, △, Down, Down, Down

 Access all missions—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, Down, Right, Up, Left, △, ×

\* All missions complete—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, □, X, X, X, □, △, △, △, □, X, X, X Overhead Camera Angle—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, △, □, X, Very Spear Gun—Down, X, Left, □ Up, Up, △, △, Right, Right, O, ○, X, Up, △, Down

Pass Through Objects—Down, X, Left, □, Up, Up, △, △, Right, Right, O, ○, □, □, ○, ○ Extra time in Shark Attack bonus stage—
Down, X, Left, □, Up, Up, △, △, Right, Right. O, O, L2, L2, L2, R1, R1, R1, R2, L1

Secret Stadiur Choose the "Pick Stadium" option at the Pre-Game set-up menu, then-when the list of stadiums appears-press L1, R1, L1, R1, START. Now you can choose to play in the EA Sports "Mystery Stadium".

# TRIPLE PLAY 198

Commentary/Crowd Codes Enter any of the following codes during ac-tual gameplay to control the announcers and

Game Commentary-Hold L1 + L2 + R1 + R2 and press □, O, □ Weather Commentary-Hold L1 + L2 + R1 +

R2 and press O, X, O Commercials-Hold I1 + I2 + R1 + R2 and

press  $\triangle$ ,  $\bigcirc$ ,  $\triangle$ Press 20, 0, 2 Cheering Crowd—Hold L1 + L2 + R1 + R2 and press Down, X, Down, X, ∆ Booing Crowd—Hold L1 + L2 + R1 + R2 and

press Down, X. Down, X. X

At the team-select menu, press L2, R2, L2, R2, O. Now cycle through the available teams until you find the EA Sports "Dream Team." Secret Stadiums

Choose the "Stadium Select" option after picking your teams, then-when the list of stadiums appears—press L1, R1, L1, R1, □. Now press Right untill you see three "Mystery" stadiums: "The Cornfield," "Ebbetts Field" and "Polo Grounds."

# TRIPLE PLAY 99

Secret Stadiums At the "Controllers" screen, press and ac cess the "Stadium Select" option. When the list of stadiums appears, press L2, L1, R1, R2, L1, R1, R2; you'll hear a voice say, "Triple Play 99." Now scroll to the right and you'll find three "secret" stadiums: Ancient Rome, Neo Vancouver and Anytown, USA

Cheat Passwords To enter any of the following passwords, se lect "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords-for example, the invincibility code and the "Fight of Your Life" code-just enter one, then return to the pass word screen and input the other. The "Heli copter Camera Angle" can only be used in the Arena and Rooftop stages; to use it enter the password shown, then-during the game-toggle through the available camera olding START and pressing Up or Down on the D-pad until you see the heli-

copter view.

○ △ □ ○ ○—Warehouse District Warfare □ O △—Freeway Free For AN X △ □ ○ □--River Park Rumble

X□△△—Assault on Cyburbia
□△×○×—Rooftop Combat—The Final Bat-

△ X ○ □ △—Battle with Minlon
□ △ ○ □ □—Secret Level: The Fight of Your

∧ □ ○ ○—Infinite Weapons O O △ X \_\_Helicopter Camera Angle

# TWISTED METAL 2

Cheat Codes Each of the following codes can be entered at any time during the game (but not while

Mega Machine Guns—Hold R2, press Up. Down, Left, Right, Right, Left, Down, Up Invincibility—Hold L1 + R1, press Up, Down, Left, Right, Right, Left, Down, Up

Infinite Weapons + Turbo-Hold L2 + R2, press Up, Down, Left, Right, Right, Left,

Note: If you hold L1 + L2 + R1 + R2 and press Up, Down, Left, Right, Right, Left, Down, Up, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by en tering the same code a second time, so—for example—if you enter the "Invincibility" code with L1 and R1 held down, then enter the "God Mode" code with all four L and R buttons, you will end up with infinite weapons and turbo but the invincibility will be turned off Homino Napalm

If you have at least two napalm items in your ventory—or if you have the "Infir Weapons" code active—highlight the napalm with L1 or R1, then hold L2 and press Up, Down, Down, Left, Left, Left, Right, Right. This changes your napalm attacks to napalms" that seek out your enemies like th homing missiles

Advanced Attacks These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.

Napalm-Right, Left, Up Freeze Burst—Left, Right, Up Drop Mine-Right, Left, Down Rear Attack—Left, Right, Down Shield—Up, Up, Righ High Jump-Up. Up. Left ibility--Right, Down, Left, Up Sell Your Soul

if you're low on health, quickly press Down, Up, Right, Left, Up, Up, Down, Down during the game (not while paused.) You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced Attack Energy bar is full. Minion Special

of which vehicle you're driving—hold the ma-chine gun button (default=R2) and quickly press Up, Down, Up, Up. This only works when your Advanced Attack Energy bar is full.

Secret Vehicles At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones Sweet Tooth—Up, L1, A, Right

-L1, Up, Down, Left Secret Stages
At the "Choose Battleground" screen in two

player mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.

playing in the secret stage you chose.

"Assault on Cyburbia" stage from Twisted

Metal—Down, Up, L1, R1

"Rooftop Combat" stage from Twisted

Metal—Down, Left, R1, Down

"Suicide Swamp" stage from Jet Moto-Down, Right, R1

# VIEWPOINT

Press START to pause the game, then press ... O, A, Right, Left, Down, R1, L2, R2, L1.

Stage Skip Press START to pause the game, then press ... □, O, O, Δ, X, □, Up, Up, Down, Down, L1, R1, SELECT.

## VIGH ANTE 8

Cheat Passwords Choose "Options" from the main menu, then select "Game Status," press () to call up the passcode menu, then enter any of the follow WMNNWIHTSCHCEH-Unlock all se.

MONSTER WHEELS-Wheels are dou SAME CHARACTER—In two-player mode, both characters can use the same vehi-

REDUCE\_GRAVITY-Less gravity GO\_SIGHTSEEING-No enemies in Ar-

cade mode I\_WILL\_NOT\_DIE—Invincibility
HARDEST\_OF\_ALL—More difficult en-DEADLY\_MISSILE—Enemies start with

secondary weapons

### VR BASEBALL '97 Secret Stadium

Choose any game mode and access the Game Options (or "Game Setup") screen. Highlight "Credits" and press  $\square$ , O,  $\square$ , O,  $\triangle$ . You'll return to the previous menu, where the name of the stadium should now be green. Start the game and you'll be playing in a field of

# VR SPORTS POWERBOAT RACING

Secret Codes
Enter one of the following names at the "Name Entry" menu to get different effects DEFORM—Gives the racers huge heads LARGE-Gives the boats huge motors

COMPACT—Makes the boats super tiny LONGONE-Makes the boats longer SPEEEED-Makes your boat faster HELP.ME-Turbo power-ups will be scattered throughout the courses; pick them up for

### Secret Characters

At the character-select screen, highlight any character and press L2, L2, R1, R1, R1, Down, Δ, Δ, Δ, Δ, X. You'll hear a kung fu movie shout ("Atool") to confirm the code. The character you highlighted will appear as your choice, but when the game begins, you'll see that you are now controlling a secret character called Mattox. He's fast, he's strong, he's skilled and he yelps like Bruce Lee each time his racket touches the ball. To find a female secret character, access the

character-select screen and highlight any player as before. This time, hold L1, R2, Up and : then, while holding those buttons down, press X. You'll hear a little "Yelp!" to confirm the code. When the match starts you'll be controlling Aversa, a female character with the skills of Mattoy

# WARCRAFT II: THE DARK SAGA

Press START to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again. N TT C L N S—Instant mission victory Y P T F L W R M—Instant mission loss

TS GDDYTD-Enable "god mode GLTTRNG-Extra gold HTCHTXNS-Extra lumber V L D Z-Extra oil V R Y L T T L-Extra magic Mana

D C K M T-Upgrades N S C R N—Show entire map M K T 5-Fast building

THRCNBNL-Instant scenario victory N V R W N N R-Game never ends

Special Access Codes Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps. CHEAT CODES

○ ○ X △ □—Preview the Movies

X O O □ X ∆ O ∆=-Kali Mode (Powered Up □ O □ □ △ × △ △—Thor Mode (9999 Flash

△△○△□△△×—Infinite Weapons O O O \_ X ∆ X X--Warhawk A·La·Mode (Infinite Weapons + Invincibility) STAGE CODES

△ □ X △ X X □ □—Desert Level △ □ X △ O □ O X—Pyramid Has Risen △ ○ X △ ○ ○ X □—Desert is All But Done
○ △ △ X ○ ○ □ ○—Canyon Level O D O D X O O A-In the Canyon with

O △ × □ O O △ △—In the Canyon with O □ △ □ △ △ △ □-In the Canyon with

O O O □ △ △ □ △—Approaching Uma X \( \times \) \( X O A A O O O X—Post-Transformation Airshin

X □ △ ○ X △ □ □—Airship Rear Hanger is Open □ △ × × × △ ○ □—Volcano Level

□ X O ∆ O □ ∆—Volcano Boss is Active
∆ O ∆ O ∆ X □ □—Gauntlet Level △ ○ × △ ○ × △ □—East Gauntlet Boss △ ○ ○ □ △ ○ ○ X—West Gauntlet Boss △ ○ ○ △ △ × □ △—In with the Gatekeeper △ × △ □ ○ X ○ ○—Stormland
△ × × □ ○ □ ○ X—Above 1st Force Field

△ × △ △ △ × ○ △—Above 2nd Force Field
△ × □ ○ △ × △ □—Above 3rd Force Field △ × □ △ O □ × ×—Kreel's Door is Open △ × △ □ □ □ × △—Face- to-Face with Kree!

Crystal

Secret Characters

At the title menu-the one that says "Start Game" and "Options"—press R1, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SE-LECT; you'll hear a sound to confirm the code Now you can access 48 secret characters. Serret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing Left or Right on the D pad to change the ring, press R1, R2, R1, R2, SELECT to advance through the list (or L1, L2, L1, L2, SELECT to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more. Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. No deactivate any of these codes, just enter the same code again or enter a different code.

• Big Head—R1, R1, R1, R1, R1, R1, R2, SE-

Big Head, Hands and Feet-R2 R2 R2 R2 R2, R2, R2, R1, SELECT

 Swelling Head—L1, L1, L1, L1, L1, L1, L1, L2,
 SELECT (you look normal at the start, but your head gets bigger each time you get hit)

## Secret Track

Enter the following code at the "Select Num-ber of Players" menu; Highlight "One Player\*, then hold R1, L1, Right, START, and O and press X. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars. Rapier Class

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highli Player", then hold R2, L2, Left, START and SE LECT and press X. When you advance to the "Select Racing Class" screen, you'll be able to choose the Rapier class.

At the main menu, hold L1 + R1 + SELECT and press X, X, X, X, O, △, □. The Piranha team will become available at the Team menu. Access All Tracks

At the main meau, hold L1 + R1 + SELECT and press [], O, A, O, []. Now access the Class and Track menu to find that all of the tracks in each racing class have become available—i cluding the secret Phantom class. (If you wish to activate the Phantom class without using the "Access Ali Tracks" cheat, just hold L1 R1 + SELECT and press A. A. A. O. O. O. O.)

Infinite Energy
During the game, press START to pause, then hold L1 + R1 + SELECT and press △, X, □, O, Δ. X. Π. Q.

During the game, press START to pause, then hold L1 + R1 + SELECT and press △, □, O, X,

Infinite Weapons During the game, press START to pause, then hold L1 + R1 + SELECT and press X, X, .....

Mini-Gun

During the game, press START to pause, then hold L1 + R1 + SELECT and press  $\Box$ , O,  $\times$ ,  $\Box$ , O,  $\times$ ,  $\triangle$ .

Enter the following passwords to access two new Race Type options: Challenge ├── ○ □ △ ○ △ △ ○ □ □ □ △ × □

Challenge II—□○□△○△×□×△△×○○

Funny Ships

Turn the PlayStation on and hold L1 + R2 + SELECT + START until the copyright screen appears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird shapes.

# WWF IN YOUR HOUSE

At any time during the game, press the START button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one: Invincibility-R2, L1, R2, L2, R1

Charge Combo meter with one hit-R1, L2, R2, L2, Right Increase damage of each attack-Up, Up, L1, L2, Dow

Decrease damage of each attack-Down, Up, L2, Right, Left Turn off computer control of opponents—Laft, Left, Up, Down, R2

Automatic Superpins-Down, Down, Down, L1 (When the words "Pin him!" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.]

Note: The Automatic Superpins may not work if you've entered th off computer control of opponents" code. To deactivate any of the above cheats, just enter the same code again.

# WWF WRESTI EMANIA: THE ARCADE GAME

At any time during the game, press the START button to pause, then enter any of the following cheat codes: the screen will flash to confirm each one: Invincibility—X, △, R2, Up

Stop the Timer—X, △, R2, Left Super Strength-X, △, L2, Down Weaken Opponent—X, △, L2, Right Cancel Active Cheats—□, O, △, X Combo Code

At the player select menu, hold the L1 and R2 buttons and press □, ×, O, △ At the played select melal, noto the Li and & bouldon and plays LA OFF.

The word "Combine" will appear under your wrestler, photo. Start the game and you'll find that your combo meter is always it; even after you've just infinished a combo. Note: In a note player game, will so doe affects both wrestlers. However, if two players are registered on the player select screen, the code cannot be used by both. To get around this, have Player! enter the code before Player 2 joins in, then press START on Controller 2

### X-MEN VS. STREET FIGHTER Secret Ontions Menu

At the main menu-

-the one that says "Battle Mode/Vs, Mode/Training Mode" etc.—press  $\Delta$ ,  $\Delta$ , Right, O, L1; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:

. "Game Mode" lets you use a limited version of the "tag team" from the X-Men vs. Street Fighter arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch Roundhouse Kick simultaneously (that's L1 + R1 if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent. If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode

Play as Apocalypse First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the SELECT button and press any action button. Apocalypse will appear as your chosen character.

Here are some of his moves:

→ ↓ ¥ + Punch—Ground Pound

↓ > → + Medium Punch—Shoulder Rockets
↓ > → ≯ + Fierce Punch—Drill

↓ ⋈ → ↓ ⋈ → + any button—Mace
Alternate Chun-Li Costume Highlight Chun-Li at the character-select screen, hold the SELECT button and press any action button to choose her. Chun-Li will appear in her Street

Note: Some of the following tricks may require the use of a memory card. Always remember to save your data to the memory card after you play. Hidden Comic Strip

First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Option" at the title screen, then grab Controller 2 and hold L1+L2+R1+R2+START+SELECT; you'll see a secret NECO comic strip.

To fight against XTAL, you must play all the way through the game with all

eight characters—including ZULU—without using a continue.

To fight against NECO, you must play through the game as XTAL without using a continue; then, when the XTAL icon comes down from the top of the screen at the pre-fight map screen, hold L1+L2+R1+R2, then SELECT, then START. The text box will say "XTAL" but you will be fighting against NECO. Ross Codes

To play as ZULU, you must defeat the game at any difficulty setting with all of the characters, one at a time. To play as XTAL, you must defeat the game at the "Normal" or "Hard" diffi-

culty setting without using a continue; you must also defeat XTAL.

To play as NECO, you must play as XTAL or ZULU and defeat the game at the rmal" or "Hard" difficulty setting without using any continues.

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# Saturn tips



# ALIEN FRILOGY Level Skip

Go to the password screen and enter the pass word "FLYTO" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "FLYT034". Highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and choose the "Press Start Button" option to start at the you chose. If you enter the password "FLYT035", you'll see the video sequence from the end of the game. Cheat Codes

Go to the password screen and enter one of the following passwords, then highlight "Ac cept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen, Now guit to the title screen and start the game and you'll have the benefits of the cheat codes as follows:

 Enter the password "FVNKYG1BB0N"; you'll be invincible.

 Enter the password "F1SH1NGF0RGVNS": you'll have all of the game's weapons in your inventory.

• Enter the password "F1LLMYPOCK1TS"; you'll have infinite ammo for all of your

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

# BAKU BAKU ANIMAL

League Mode At the title screen—while the words "Press Start Button" are flashing on the screen, spell the game's title with the controller by pressing B, A, C, Up, B, A, C, Up. You'll hear a cho rus of voices shouting to confirm the code. Now advance to the Main Menu and you'll find a new option called "League Mode". Here are rough translations of what the menu

items say at the League Mode screen:
Game Start: Start a game in League Mode.
When you choose this item, you'll get a menu that asks you to select the names of the two people who will be competing. If you have not registered your name for League Mode play (see below) you must choose name 6, a generic name which will allow you to play without any records being saved. The last two items at the bottom of the play menu are "View Records" (see description below) and "Return to League Mode Menu".

Name Entry: Choose from one of five save slots and enter your name. Move the cursor to the "ABC" item and you'll be able to enter your name with the standard alphabet instead of the default Japanese Hiragana char acters. The three-character item in the upper right corner says "backspace" and the one in the lower right comer means "done".

Delete Name: Use this option to remove any of the registered names from the machine's memory. When you select a name to delete, a small menu will come up which asks you to confirm if you really want to remove the selected player and all of his or her records from the league; choose the top item to say "Yes". View Records: Use this option to check your stats. The first screen shows your winning per-centage; highlight your name and press A or C to view your win/loss records against each

player · View Records / Return to Main Menu: The next-to-last menu item brings up a gulck description of how the League Mode works; there's really nothing here that you can't figure out on your own just by playing the game in League Mode for a while. The last option at the League Mode menu takes you back to the Main Menu.

Stage Skip Choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press Down, Up, Down, Up, Right, Down, Let, Down, Up, Down, Let, Down, Up, Town If you're fast enough, the words "Debug Enabled" will annear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the R but ton; press L to go back through the levels.

# BUG! Stage Sk

Press START at the first title screen to bring up the words "Start Game" and "Options Now press B, A, B, Y, Down, Right, A, L, Down. (The L represents the button on top of the controller, not Left on the D-pad.) You'll hear the Bug yell, "Yike!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the L button at any time and press Up on the D-pad. To warp to the previous stage, just hold L and press Down.

Press START at any time during the game to pause, then press L, A, Left, L, Right, Down, Down and unpause. Now you can fly into the air by holding the Y button. lovincihili tu

Press START at any time during the game to pause, then press R, Right, A, L, Right, A, Down, Y and unpause. Now your character is Stage Select

Press START at any time during the game to pause, then press L, A, Z, Y, Left, Right, A, Down, Right, L. A cheat menu will appear, allowing you to switch characters, access a sound test, enable the "flying" cheat or skip to any stage, including the bonus rounds.

# recial Passwords

XGA

Note: You can't access the game's password function until you clear Mission 4. Once vou've done this enter one of the following passwords to play as any character with the "voice navigation" system replaced by Burning Rangers music

Play as Shou, Mission 1—G 2 S H O U 2 J K Y Play as Shou, Mission 2—3 S H O U 5 G H J K Play as Shou, Mission 3—G F G F S S H O U S Play as Tillis, Mission 1—N M 3 TILLIS S Play as Tillis, Mission 2—8 STILLIS 2 D Play as Tillis, Mission 3—5 TILLIS 4 K L

Play as Lead Phoenix, Mission 1-G S 4 L E A D Play as Lead Phoenix, Mission 2-J 5 L E A D 4

Play as Lead Phoenix, Mission 3-2 LEAD6D HUY Play as Big Landman, Mission 1-3 B | G 2 B P

Play as Big Landman, Mission 2-V z 5 B 1 G 5

Play as Big Landman, Mission 3-J 6 B L G 3 O I

Play as Chris Partn, Mission 1-D H S C H R J S

Play as Chris Partn, Mission 2-K 3 C H R I S 4

Play as Chris Partn. Mission 3-A D G 2 C H R I Play as Iria Klein, Mission 1-K B 3 I R I A S K F

Play as Iria Klein, Mission 2-HTL2|R1A50 Play as Iria Klein, Mission 3—G H J K 3 I R I A 2 Movie Passwords Enter any of the following special passwords

to see the different video sequences from the

MOVIETESTA MOVIETESTE MOVIETESTD MOVIETESTE MOVIETEST

MOVIETESTS MOVIETES MOVIETESTI

Voice Test

To access a secret sound test menu that allows you to hear any of the "Voice Navigation System" samples from the game, enter the pass-word "N A VIX X T E S T". When the menu appears, press C to change the group of voice samples, press Up or Down to change the sample number—or Left and Right to skip ten samples at a time-and press A to hear each

### CLOCKWORK KNIGHT 999 Lives

At the title screen, press Up, then Right nine times, Down six times, Left seven times, Z, X, Y, Y, Y, Z. Stage Select

Press Left, Up, Right, Down, Down, Right, Right, Up, R while the words "PRESS START BUTTON" are flashing on the title screen. The

words "Retsy's Room" will annear: press Up or Down to change your starting stage-or, while the stage name is on the screen, press Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R to add a "Last Boss" op tion to the list.

# COMMAND & CONQUER

At any time during the game, press START to pause, then enter one of the following codes. When you press START again to unpause, you

will have access to the feature you requested Nuclear Strike-A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A

Ion Cannon—A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, B Air Strike—A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, C

Extra \$5,000-Right, Left, A, B, C, Z, Y, X, Right, Left

Reveal Entire Map—Up, Down, Right, Left, A, Up, Down, Right, Left, A

# CROC: LEGEND OF THE GOUBOS Access All Levels

When the title screen appears and the words "Press Start Button" are flashing, hold X + Y + Z; after a few seconds, the words "Enter Password" will appear. Now press Left, Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right; you'll start the game with all stages unlocked and all Gobbos nd puzzle pieces collected.

Extra Credits
At the "Game Start/Option" screen, press X A, L, R, Left, then hold L and press X, C, Z, A, Right, Right. You'll hear a sound to confirm the code. Now start the game and you'll find that both players have nine continue credits instead of the usual three. Mega Fire

so at the "Game Start/Option" screen, hold B, then press Y, Right, Left, X, Z, L, R. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid-fire.

Extra Difficulty Settings
Again, at the "Game Start/Option" screen hold X, then press Z, C, L, B, Left, R, L. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Very Easy" and the extremely diffi-cult "Abnormal".

Choose "Sound Test" from the main menu: when the sound test screen appears, press X. Y, Z. A keyboard will appear at the bottom of the screen; you can watch the keys light up as

# DUKE NUKEM 3D

Invincibility
During the game, press START to pause, then press X, Z, Z, X, Y, X, Y, Z, Y. You'll see the words "God Mode: On" at the top of the screen; now you're invincible. To turn "God Mode" off, enter the same code again.

All Weapons + Items

During the game, press START to pause, then press Z, X, X, Z, Y, Z, Y, X, Y. All of the game's Weapons and items will appear in your inver tory.

# Stage Select

At the main menu-the one that says "New Game/Load Game" etc.— press X, Y, Z, Z, Y, Z, Y, X, Y, X, Y; this code must be entered quickly. You'll see the words "Choose Stage Cheat On" appear at the hottom of the screen Choose "New Game"; the stage-select menu will appear after you choose a difficulty level. No Monsters

At the "select Skill" menu, press Z, Z, X, X, Y, X, Y, X, Z; this code must be entered quickly. A new difficulty level called "No Monsters will appear; can you guess what happens when you choose it?

Cheat Codes

Each of the following codes should be entered at the main title screen, while the words "Press Start Button" are flashing yellow and white. Each of these codes ends with the START button, which takes you into the main menu, so if you want to use more than one

cheat at the same time, just enter a code, then choose "Main Game" or "Exercise" and press the B button to cancel out of it: the game will then return to the main title screen so you can enter another cheat. All codes should also be entered quickly.

Invincibility-Left, Right, B, C, C, START. En Stage Select—Y, Y, A, Y, Y, START. With this code in place, you'll be able to choose any stage in the Main Game.

Infinite Jumping Ability—Up, Right, Down, Left, Z, START. This code disables your mech's jump meter. The jump energy will never be used up, so you can jump as often as you like. Infinite Ammunition—B, B, B, C, START. This code gives you infinite 120mm ammunition for your main gun; the weapon status window will always show 80 rounds remaining no matter how many times you fire.

See the Ending—Down, Up, Right, A, Left, START Enter this code, then choose "Main Game" to see the ending sequence.

Tackle Attack-Right, Right, B, C, A, START. This cheat code allows you to attack your ene-mies by running into them. However, your mech will also take damage if you use this at-

Double Hit Points-X, Y, Z, Up, Down, START. Your initial hit points will be doubled. This code also doubles your maximum hit points.
Turret Lock---B, B, B, Up, C, START. If you rotate your mech's turret with this code in place, the turret will not automatically return to the forward position when you release the L button. Change Height-Down, Left, C, C, START,

When you enter this code, you can adjust the height of your mech at any time with the buttons on Controller 2. Press Z on Controller 2 to go up, C to go down or A to reset to the de-

Disable Targeting Cursor-Left, Right, C, A START. This makes the game more difficult by disabling your mech's targeting cursor.

Disable Radar—B, B, B, Down, C, START, This makes the game more difficult by disabling

your mech's radar systems. lard Mode-Down, C, C, A, START. This makes the game much more difficult; your en emies will shoot at you much more aggres-

# THE HOUSE OF THE DEAD

During the game, hold L + R and press Y, Y, Y; you'll hear a sound to confirm the code. Now you'll never need to reload your weapon. Score Display

During the game, hold L + R and press X, X, Xyour score will appear on the screen. To remove it, just enter the same code again.

Secret Characters
Choose "Saturn" mode from the main menu: when the character select menu appears, hold L + R and press Up, Down, X, Y, Z; you'll hear a signal to confirm the code. Now cycle through the characters and you'll find two new ones, you can choose to play as Sophie or one of the researchers.

Cheat Menu At the main menu-the one that says "Arcade/Saturn/Boss Mode" etc.—press L, R, R, L, L, R; you'll hear a signal to confirm the code. Now highlight "Arcade" or "Saturn" mode; hold L + R and press START, A or C. If you chose "Arcade" mode, the cheat menu will appear, if you chose "Saturn" mode, you must continue to hold L + R when choosing your character until the cheat menu appears. The cheat menu allows you to start at any stage. become invincible (set "Lives" to "Infinit change the color of the enemies' blood,

# HE LOST WORLD: JURASSIC PARK

Enter the password "AYXYYYZYAYXY to see the ending sequence that appears if you complete the game with all of the DNA Gallery Passwords

Compy Gallery—A Y X Y X X Z X Z Z Y Y
Hunter Gallery—A X X Y A Y X Y Y Y X Y
Raptor Gallery—X Z X Y X Y Y Y Z X Y Y
T-Bay Gallery—X Z X Y X Y Y Y Z X Y Y T-Rex Gallery—Y X X Y X Y Y Y A Y X Y Prey Gallery—Y Z X Y Z A X Y A A X Y Stage Select

Enter the password "XAXYYYYYXXY Y", then access the "Options" menu; you'll be able to start at any level with the "Stage Se-

# Saturn tips

# MANK TT SUPERRIKE

Choose Arcade Mode from the main menu. When the Transmission Select screen appears, highlight Automatic or Manual, then press the Y button and wait for the timer to run out. When the race starts, your racer will be wearing different clothes and riding a gray

Access Superbike Mode

At the main menu—the one that says "Ar-cade/Saturn/Time Yrial" etc.—press X + Y + Z + L + R simultaneously; you'll hear a shout to confirm the code. Now choose "Saturn" mode and you'll be able to access the "Superbike" mode even if you haven't previously qualified for it. You'll also have three extra "Superbikes" to choose from in the Saturn and Time Trial modes

Sheep Mode Choose any game mode. When you are asked to select your transmission type, press Up, Up, Down, Down, Left, Right, Z, Y; you'll hear a sheep say, "Baaal" (Note: When playing in Arade mode, you must enter the code quickly because there's a five-second timer on the transmission select screen.) Now start the race and you'll find that your bike-and all of you opponents—have turned into sheep, and the background music will play a deranged ver sion of "Mary Had a Little Lamb."

# MAXIMUM FORCE

Arcade A

Choose "Options" from the title screen: when the Options menu appears, press X, Y, X, X, Y, X, X, X, Y, X, X, X, Y, you'll hear a sound to confirm the code. When you return to the title screen, you'll see the words "Arcade Mode Unlocked;" now the game will play exactly like the arcade version without the special modifications that were included in the home versions.

# ANNIVERSARY COLLECTOR'S EDITION

View Animation At the main menu, highlight "Bonus Mode" hold the L and R buttons and press START. When the Bonus Mode menu appears, you'll find a new option called "Animation" that allows you to see any of the game's animated ission scenes

Alternate MegaMan X
At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the B button twice, press Left six times, then hold L + R and press START. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels. Play as Black Zero

At the character select screen, enter the following code carefully: Highlight Zero, hold the R button, press Right six times, release R, hold B and press START. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on

# MR. BONES

Stage Select
At the Start/Options screen, press R, L, R, R, L, R, L, L, R, L, R, R. A stage-select menu will ap pear; highlight the name of any stage and press A to warp to it.

# NASCAR 98

At the Main Menu, choose "Single Race;" when the Race Setup menu appears, use the "Select Car" option to highlight either the Kenny Wallace car or the Bobby Labonte car, then hold the C button and press Up, Down; the car will change into a tow truck

# NHL 97

Net Players

Choose "Exhibition" from the main menu then make sure the "User Records" option is turned "On" at the Game Setup menu. When the Name Entry screen appears, press the C button and enter your name as "NETHOCKEY". When the game starts, all of the players will be hockey nets.

# PANZER BRAGOON SAGA

If you own a copy of Panzer Dragoon II Zwei and Panzer Dragoon Saga, there are some cool things you can do with your saved game

" If there is a saved game of Zwei in your Saturn's backup memory, you will start off Saga with one hundred Dyne for every hour you clocked in playing Zwer, e.g. if you've played Zwer for five hours, you'll start Saga with S00

. If there is a saved game of Zwei in your Saturn's backup memory, you will be able to ob-tain a music box from the girl outside Valman's place in the Holy District; just keep talking to her. You'll see the music box near your backpack when you're in the camp. Ac cess it to hear the theme from Zwei.

 Load up any of the four Saga discs. Next, open the Saturn without turning it off and re-place the Saga disc with your Zwei disc. When you load up Zwei, you will see the opening movie of the first Panzer Dragoon game instead of the usual Zwei intro.

. If you have a saved game of Saga in your Saturn's backup memory, you will have access to the special "Pandra's Box" cheats in the Options menu of Zwei.

# RAMPAGE WORLD TOUR

When the game is loading, you'll see a black screen with messages that say "Internal mem-ory will be used for autosave" and "Press START." When this screen appears, quickly hold X + Y + Z and press the L button: the words "Cheats enabled!" should appear Now start a game; when the name of the nex city appears on the screen with the "Day" number at the bottom, use the D-pad to s lect a different city before the "Now Loading" message appears. Press Up or Down to cycle through the different countries and press Left or Right to change cities; you can even access all of the secret stages.

Alternate Ending When you beat the game and the ending se quence sequence begins, press A + B + C and continue to hold them down; if you do this, you'll see Dr. Veronica get an extra "surprise" just before the credits roll.

# Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press Up, Down, Right, Left, (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Infinite Lives At any time during the game, press START to pause, then enter the following code while the word "PAUSE" is on the screen: Press and hold the A button, press B+Right on the D pad simultaneously and release, press R+diagonal Down/Left on the D-pad and release, press C+Y+Z simultaneously and release, then release A. Press START to continue the game; you'll see that your life counter has jumped to 20. You can repeat this code at any time to eep your life counter maxed out at 20.

## RESIDENT EVIL

When you beat the game, a new option called "Battle Mode" will appear at the main menu; it's a timed challenge mode in which you must make your way through the house and kill all of the monsters as quickly as possible. To access this option without having fin-ished the game, hold X + Y + Z and press START on Controller 2 while the words "PRESS START BUTTON" are flashing on the title screen; the "Battle Mode" will be added to the main menu options. Note: You must have a saved game to play in Battle Mode.

Alternate Uniforms Choose "New Game" from the main menu, then select a character. When the full-motion video scene begins-the one that starts with the words "1998, July"—hold the L and R but-tons on Controller 2 until the game starts. Now your character will appear with a modi-fied costume; Chris appears in dark blue and Jill has a shorter shirt that shows off her belly

# ROAD RASH

If you ever want to get off your bike without crashing first, Just reduce your speed to under 10 mph, then hold L + R and press Up on the D-pad. It is possible to knock over some pedestrians while on foot if you bump into them repeatedly.

# SATURN BOMBERMAN

To start at any stage in "Normal" mode with all power-ups, enter any of the following codes when the words "PRESS START BUT-TON" are flashing on the title screen

Stage 1-1-Hold L + R + A and point the Dpad in the Up/Left position Stage 2-1-Hold L + R + B and point the D-

pad in the Up/Left position Stage 3-1—Hold L + R + C and point the D-

pad in the Up/Right position Stage 4-1—Hold L + R + X and point the Dpad in the Up/Left position

Stage 5-1-Hold L + R + Y and point the Dpad Up Ending sequence—Hold L + R + Z and point

the D-pad Down To cancel any of the above codes while you're still at the title screen, just press X + Y + Z

Extra Lives If you play in "Normal" mode between the hours of 10:00 AM and 11:00 AM, you'll start with six lives instead of three. To get the extra

lives at any other time of day, just access the Saturn's "System Settings" menu and set the clock to 10:00 AM.

Clock to 1990 Am.
Secret Characters + Extra Difficulty Leval
Choose "Battle Game" from the Game Mode
menu; when the "Which Mode?" prompt appears, hold L + R until you hear a signal.
When you reach the Rules menu, you'll find that the "Com Level" can now be set to "4" and when you reach the character-select menu, you'll find two new bombers: Manto starts each battle equipped with the Power Glove and Yuna starts each battle equipped with the Roller Skates. Change the Time of Day Choose "Stage" from the Battle Game set up

screen; when the stage-select screen appears, hold X + Y + Z until you hear a signal. Now you can press Up or Down on the D-pad to change the time of day to morning, noon, dusk or night.

# SCLID: THE DISPOSABLE ASSASSIN

At the title screen, hold the D-pad in the Down/Right position, hold Y and press START; you should hear a series of answering ma-chine messages at the next screen. Now start the game; to skip to the next stage, press

START to pause and enter the appropriate code as follows: code as follows.

D-Pad mode—Press L + R simultaneously
Gun Mode—Press the trigger to highlight
"Quit", press START, press the trigger to highlight "Yes", press START.

# SHINING FORCE III

Secret Characters
Follow these instructions to add nine secret characters to your "Shining Force" of fighters: • Chapter 1—Haywood Location: Sarraband Bridge Battle

During the bridge battle, be sure that Hay-wood isn't killed. Speak with him before the battle is over and he will join your party. • Chapter 2—Irene

Location: Luggage Bridge Battle
As with Haywood, be sure frene isn't defeated by your enemies. Speak with her before the battle ends and she will join you. · Chapter 2-Penn

Location: Train

During the train sequence, find the chicken feed and give it to the chicken near a window (it will follow you). Buy the Penn egg from a gypsy in Vagabond. At HO, give the egg to hen to hatch. Penn will hatch and escape, but joins you later in Flagard.

Chapter Location: Quonus

While battling the Kyon-shi in the Quonus graveyard, do not kill any of them; instead, have Khan free them with the Elbesem Orb. Noon will be waiting outside the mansion after you defeat the Vandal.

e Chanter 3-Ratchet Location: Quonus

Find the millhouse near the outskirts of the

TIPS & TRICKS

village. Free Rachet from his confines. Speak with him again in Vagabond; he will join you after the desert battle.

Chapter 3—Justin Location: Vagabond

Go into Tent with the wounded soldiers. Speak with Justin. He will join your party after telling you the story of his battle, - Chapter 4-Horst

Location: Aspia

Enter the house full of soldiers located next to the church. Horst will be in a room with another fellow soldier. Speak with him and let him join your party. • Chapter 4—Frank

Location: Flaghard

When you return to your home town, find Frank. You'll have to push him into your headquarters for him to join you, HO is located at the northeast part of town.

 Chapter 5—Hagane Location: Tower of Lookover

During the battle on the tower, have a member of your party enter the ruins. Once in side, inspect the farthest pillar from the entrance, Hagane will join you after the battle.

# SONIC 3D BLAST

At the title screen—while the words "Press Start" are flashing—hold the C button and press START. Now start the game; to use a cheat, just press START to pause the game and press any of the following buttons: A-Skip ahead one stage

B—Skip ahead three stages

C-Skip to Panic Puppet Zone, Act 3 -Add one extra life

Y-Add one extra medal Z-Earn all Chaos Emeralds

To have both players choose the same charin two-player mode, both p should highlight that character, hold the X button and press A. C or START Secret Course
To access the Radiant Emerald course, you

must place 1st in each of the other four courses in Grand Prix mode.

 To access Dr. Robotnik, you must place 1st on the Radiant Emerald course in Grand Prix mode. Once you've done this, Robotnik will appear on the character-select screen.

 To access Metal Sonic, you must find all five Sonic tokens in the Resort Island course white placing 3rd or better in Grand Prix mode. Once you've done this, Metal Sonic will challenge you to a race; if you beat him, he will appear on the character-select screen

To access Metal Tails, you must find all five Sonic tokens in the Radical City course while placing 3rd or better in Grand Prix mode. Once you've done this, Metal Tails will challenge you to a race; if you beat him, he will appear on the character-select screen.

"To access Metal Knuckles, you must find all five Sonic tokens in the Reactive Factory course while placing 3rd or better in Grand Prix mode, Once you've done this, Metal Knuckles will challenge you to a race; if you beat him, he will appear on the character-se-

\* To access Egg Robo, you must find all five Sonic tokens in the Regal Ruins course while placing 3rd or better in Grand Prix mode. Once you've done this, Egg Robo will challenge you to a race: if you beat him, he will appear on the character-select screen.

 To access Super Sonic, you must find all seven Chaos Emeralds in Grand Prix mode; remember that you will not be allowed to keep a Chaos Emerald unless you finish first. Once you've done this, Super Sonic will ap-pear in place of Sonic at the character-select screen. To change back and forth between Sonic and Super Sonic, just press Up and Down on the D-pad at the character-select screen

# dden Bonus G

At the main menu, highlight "Options" and hold L + R + X + Y + Z + B + C; when the Option menu appears, continue to hold those buttons down and choose "Exit" with the A button. You'll access a secret mini-game called "Steep Slope Shooters," complete with storyline and introductory demo.

# ADVENTURE ISLAND

At the title screen, after Higgins gets hit by coconut, press Right, Left, Right, Left, A. B. A. B to access a stage-select menu.

Enter 0894 as your password and select OK. You will have 99 of each item.

# AMAZING PENGUIN

Level 37-9 1 6 3 2 B

A\*MAZING TATER

Floor 3-Y BTF5ZZFT2

# ATOMIC PUNK

Password Stage 50-B 0 M N D P B L 3 N C B 3 L 2 H 2 D J J

# AVENGING SPIRIT

At the title screen, push Up, A and B at the same time—you'll hear a tone to confirm the code. Press START to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

# BATTLE ARENA TOSHINDEN

When the Takara logo appears at the start of the game, press B. A. Left, Right, B. A. Down,

Up, B, A. You'll hear a signal to confirm and you'll be sent to a secret menu where you can read all of the text that appears in the game Boss Code

After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press Up, Down, A, B, Right, Left, A. B. You'll hear a signal to co firm; now when you start the game, you'll have four new characters to choose from: the bosses Uranus, Sho, Gaia and Gaia #

# BATTLE BULL

Level 48-S F \* \*

# BATTLE UNIT ZEOTH

At the title screen, hold Down on the D-pad and press A + B simultaneously; you'll hear a chime to confirm, but the music may be pretty loud so you'll have to listen carefully. If you do this once, you'll start at Stage 1 with invincibility. Enter the code repeatedly to start at different stages depending on how many chimes you hear; e.g. if you hear two chimes, you'll start at Stage 2 with invincibility, etc. If you enter the code six times and get six chimes, you'll warp directly to the game's ending sequence.

# BATTLETOADS IN RAGNAROK S WORLD

At the title screen, hold Down, A and B, then press START. You'll start the game with five lives Instead of three

# BILL & TED'S EXCELLENT ADVENTURE

Adventure 2: New Mexico 1879, 555-4239 Adventure 3: Ancient Greece 410 BC, 555-

Adventure 4; Medieval England 1456, 555

Adventure 5: San Dimas 1,000,000 BC, 555-

Adventure 6: Shopping Mall, 555-8471 Adventure 7: School Room, 555-2989

# BIONIC COMMANDD

To return to the skies to re-equip, hold START, then press A and B simultaneously. Password to Final Rose F1, F2, C3, F3, A4, D4, E4

▲—A2, D2, A3, E3, B4, F4 ■-A1, C1, D1, B2, E2, B3

# BLADES OF STEEL

At the title screen, press Up. Up. Down Down, Left, Right, Left, Right, B. A, B, A,

## BOOMER'S ADVENTURE IN ASMIK WORLD

Enter the password ANCIENT to access a stage-select menu.

# POKY 5

Level 1, Room 10—B ♠ X W Level 2, Room 10—D + X X

Level 3, Room 10-G ★ X Y Level 4. Room 10-H + X Z Level 5, Room 10—J ♠ X I

Level 6. Room 10-K + X ? Level 7, Room 10-L # X 0 Level B. Room 10-M + X 1

Level 9, Room 10-N ± X 2 Level 10, Room 10-P ♠ X 3 Level 11. Room 8-O # X T

At the title screen, hold Up + A + B until the names appear

# BOXXLE II

Fifth Floor-0 K 8 4

# BUBBLE BOBBLE

Round 100-K Z 5 I

### BUBBLE SOBBLE PART 2 Stage Seleci

Enter ▶ 5 ▶ V as your password, then press the START button. A stage-select menu will

# BURAI FIGHTER DELUXE

Passwords Stage 2—H G K M Stage 3-CPFG Stage 4—JJC M Stage 5-DKLF

# CASTLEVANIA II: BELMONT'S REVENGE

Start with Nine Live Enter the password Candle, Candle, Heart, Heart

Hard Mode Enter the password Blank, Eyeball, Blank, Eye ball.

Enter the password Heart, Heart, Heart,

# CHASE H.Q

At the title screen, hold Down, A and B and press START, Use the A and B buttons to change your starting stage.

COLLEGE SLAM Perform each of the following cheats at the

'Tonight's Match-Up\* screen. Shot Percentage display: Press Down, B, Up. Un and Down

Powerup 3-Pointers: Press Down, Up, Up, Down, Left, Right, Left.

# CONTRA: THE ALIEN WARS

Enter the password "H2F2", then start the

e. When you want to skip a stage, press START: instead of activating the "pause" feature, you'll be warped to the next stage.

# DAEDALIAN OPUS

Enter the password "ZEAL" to access a stageselect menu

# DICK TRACY

Stage 2-4 9 7 3 0 5tage 3-6 4 6 0 8 Stage 4-5 9 7 1 5 Stage 5-5 6 1 1 5

# DONKEY KONG LAND II 47 Kremcoins

At the "Select Game" screen, highlight a saved game file, hold Left or Right on the D-pad and press A, B, A, B, A, B repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to pay Klubba and enter the Lost World from any Klosk.

# DRAGONHEART

Passwords Stage 2-B C D L S T Stage 3-D CLTS 8 Stage 4—LCTB5D Stage 5—CBLSBT Stage 6—TTSCDC 5tage 7—SDCDTS Stage 8-R V D V S C

### FACEBALL 2000 Secret Rooms/Level Warps

When you find the exit in the first level of the Cyberscape game, shoot the exit five times you'll be sent to a special room with speedup pod, a nine-lives pod and warp doors o levels 10, 15, 20 and 25

If you shoot at the nine lives pod three times It will change into a key; grab it and the west wall of the secret room will open to reveal an other room with a speedup pod, an automag pod, a level 3 armor pod and warp doors to levels 30, 35 and 40. (Watch for the Ninja in this room, though.)

Note that the armor pod did not disappear when you took armor from it. Travel to the west wing of the secret room and find the wall that faces south. (When you see the south wall, there will be a flashing warp do to your right: that's the exit to level 40.) Shoot the south wall once, then touch it Then go back around the corner to the armor pod. Touch the pod and shoot it to get a key that opens the south wall and a third secret area with two ninjas. Defeat them to find an automag pod, an armor pod and warps to lev els 45, 50 and 55.

Next, go to the southeast corner of this room, shoot the east wall, then touch it. Now go back to the automag pod and touch it three times: it will turn into a key that will open the east wall in the corner, which leads to yet another secret room. Inside are automag, speedup and armor pods as well as three ore ninjas and warps to levels 60 and 65.

Finally, check out the east wall of this newest room. Stand near the center of the wall and move slightly to the left; now touch this part of the wall five times and shoot it once to e times and shoot it once to open a secret door that leads to the final part of the first level. Just inside the door is a warp to level 70, but there are also four ninias wait-

# THE FINAL FANTASY LEGEND

At the title screen, press SELECT + START + B and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear.

### FINAL FANTASY LEGEND II Sound Test

At the title screen, hold SELECT + B and press START

# FIST OF THE NORTH STAR

Last Stage—X K P 7 2 Q N V H R J G U 5

GAME & WATCH GALLERY

Reset Cartnage Memory At the title screen, don't press Up, Up, Down Down, Left, Left, Right, Right. If you do, you'll lose all of your high scores and saved mile-

### GAME BOY CAMERA Secret Game

Play the Space Fever II game until you achieve a score of 2,000 points or more. The next time you play Space Fever II, a new "?" option will appear between the Ball and "DJ" items; shoot this object to play a secret game called Run! Run! Run!; if you win the race, press the A button rapidly to raise the flag at the victory screen. Earning 2,000 points in Space Fever II also changes the function of the "Credits" option; instead of the dancing man, you can now see the real credits sequer Secret Photos

To reveal the secret "?" photos in Album B, you must perform the following tasks (check the Hi Score table and the "Record" screen to see how close you are):

Page B3, photo 1-Shoot at least 60 photos Page B3, photo 2—Delete at least 60 photos.
 Page B3, photo 3—Transfer 15 photos to another Game Boy Camera using the link cable.

• Page B3, photo 4—Receive five photos from

ne Boy Camera that shows the male symbol of at the User Name screen Page B3, photo 5—Receive five photos from a Game Boy Camera that shows the female

symbol Q at the User Name screen. • Page B3, photo 6—Print at least 30 pictures with the Game Boy Printer.

• Page B3, photo 7—Get a score of 3,000 points or more in the Space Fever II game Page B3, photo B—Get a score of 5,000

points or more in the Space Fever II game Page B4, photo 1-Get a score of 7,000 points or more in the Space Fever II game.
• Page B4, photo 2—Get a score of 500 points

re in the Ball game. . Page B4 photo 3-Get a score of 700 points

or more in the Ball game.
• Page B4, photo 4—Get a score of 1,000

points or more in the Ball game. Page B4, photo 5—Get a time of 17 seconds or less in the Run! Run! game.

. Page B4, photo 6-Get a time of 16 seconds or less in the Run! Run! Run! game. Secret DJ Options

Each of the following tricks works in DI mode when your character is on the scree

. If you highlight "SE" and tap Right on the D-pad, the song will restart from the begin ning. Try tapping Right repeatedly to "stut-

the first note . If you highlight "SE" and hold the D-pad di-

Reader Art Gallery













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agonally in the Up/Right position, the music will be temporarily transposed into a higher register Likewise, if you hold Down/Right, the music will change to a lower key

· If you highlight "Tempo" and hold Left on the D-pad, the music will play in reverse.

First, connect your Game Boy to the Game Boy Printer and turn the Printer on, Next, enter DJ mode, press SELECT to access the "Trippy H" synthesiser screen, make sure the "Sound I" tab is highlighted in the upper lef corner of the screen, hold the START button and press A. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is com plete.) You can use these printouts to ex change music data with your friends.

Flip the Stamps

When using the "Stamp" function, position any stamp on the photo and continue to hold the A button down. After a few seconds, the stamp will begin to "flip" horizontally; if you release the A button at the right time, the stamp will remain flipped over on the screen. Change Speed

At the title screen, hold Up to make Mar dance faster or Down to slow him down. This also works on the funny face at the "View" menu. You can also change the speed of the "Slide Show" by pressing Up or Down.

# GAME BOY PRINTER

Press and hold the FEED button when you turn the Game Boy Printer on. You can release the FEED button when you start to see an image appear on the paper; it's a secret message along with a tiny picture

# GAME GENIE

Flip Characters
At the code screen, press A, Left, Left, A, B, Right, Right, B. The letters and numbers at the code input screen will flip over. Enter the

code again to return the screen to normal Secret Messages To read secret messages from the Game Genie

designers, enter any of the following codes at the code screen

- Up, Down, Left, Right Right, Up. Down, Up, Left, Up, Down, Up
- B. A. B. Right, Left, Down, Up
- · A A A A R R R START
- Right, Left, Right, Left, Down, Down, Up, Up
- . A. B. A. B. A. A. SELECT B, A, Left, Right, SELECT
- . Up, Up, A. B, A, Down, Down
- THE HUNT FOR RED OCTOBER

At the title screen, press B. SELECT, Left, Right, START to access a stage-select menu. Start With 25 Missiles

At the map screen, while your course is being shown, hold A + B and press Up, Down to start that stage with extra missiles.

At the map screen, while your course is being shown, hold A + B and press SELECT, Up, Down to start with extra submarines.

IRON MAN/X-O MANOWAR IN HEAVY METAL

Stage 1—TYCKPQ Stage 2—TJYPDF

Start With 25 Subs

Stane 3-7 X C V R M Stage 4-KDZCPL

Stage 5-MGHQZS Stage 6—SPLHRJ

Stage 7—Y PM B C K

Stage 8—S D W Z C M Stage 9-D PWMQZ

Stage 10-LKLPDX Stage 11—X C S Q S S

Stage 12-MPQPRY Stage 13-JKRTSC Stage 14—DXCMGH Stage 15-LPJKHX

# IAMES BOND 007

To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BIACK" to play Blacklack "BACCR" to play Baccarat or "REDOG" to play Red Dog.

At the title screen, press A. Left, Right, Left, Right, B, then press START. A stage-select menu will appear

# THE JUNGLE BOOK

Press SELECT to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order, 40, 30, 20, 19 18, 17, 16 and 15. A top-secret cheat menu will annear

age Skip When the title screen fades and the T-Rex opens his mouth, press Up, Down, Left, Up, Down, Right and SELECT, Repeat the whole sequence again, then press START to begin. Anytime during the game, hold START, then press SELECT to skip to the next stage.

Choose any character; then, at the match-up screen just before the fight starts, hold Right on the D-pad and quickly press SELECT, START, B. A.

# THE KING OF FIGHTERS '9S

When the Takara logo appears at the begin ning of the game, press the SELECTbutton repeatedly for different effects as follows:

· Press SELECT three times to access two hidters, Saisyu and Rugal. Press SELECT 20 times for one additional

hidden character, Nakoruru If you press SELECT 2S times, you get the

hidden characters, plus you'll start each battle with your Super meter maxed out. If you hold A + B and press SELECT at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode

# KIRBY'S DREAM LAND

Stage Three: At the second section of this stage, you'll find a path that ends with a pile of Star Boxes, Inhale the boxes at the bottom of the pile to see a small doorway. Enter to find a secret passage with a 1-Up at the end. Later in Stage Three, you'll take on some weird greatures. There's a hole at the base of one of the masts. Take out a Star Box to clear your way to the hole. Climb in to collect Pep Brewand a 1-Up in the hidden chamber

Stage Four: You will run into a maze of clouds halfway through this stage. When you arrive at a narrow passage in the clouds, on the left side is a pond. Go to the end and press Up on the D-pad to enter a hidden passage and drop into a secret area. Use a Mint Leaf to fly through this stage and pick up Power-Ups along the way. At the end of Stage Four, you'll fly up to a floating palace where you meet Kracko again. Instead of entering palace, you can get to Kracko by another route and earn special items. Touch the Moon and warp to a special area filled with stars and clouds. You'll find a 1-Up and a Magic

# THE LEGEND OF ZELDA: LINK'S AWAKENING

xalading Arraws At the inventory menu, equip yourself with both hombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

Boomerang Trick Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

# THE LION KING

Food Bag as you fail.

Stage Skip At any time during the game, press START to pause, then quickly press B, A, A, B, A, A You'll immediately skip to the next stage.

# LOCK N' CHASE

When the word "Start" appears at the title screen, press A, A, B, B, A, B, B; you'll hear a signal to confirm and the word "Extra" will annear in the corner of the screen. Press START and you'll begin the game at Stage 7-1.

# MEGA MAN IN DR. WILY'S REVENGE

Cut Man defeated-A1, B3, C4, D3, D4 Elec Man defeated—A2, A4, B3, D1, D2 tce Man defeated—A1, A2, B2, B3, D4 Fire Man defeated—A1, B1, B2, C4, D2 Fire Man and Cut Man defeated-A2, B2, C3,

Fire Man, Cut Man and Elec Man defeated-A3, B2, B3, B4, C4 Dr. Wily's Castle-AZ, A3, B4, C2, C3

# MORTAL KOMBAT

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the Upper Left position and hold it there, and hold the SELECT and A buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen, Next, input your Initials and press A. When the the high score table appears, press START; you'l get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of Mortal Kombat where you play as Goro and all of your opponents have new names,

### MORTAL KOMBAT II cret Character: Smoke

When battling in the Kombat Tomb stage, watch for "Toasty" Forden to appear, he's the little head that pops up in the lower right corner of the screen, usually after uppercuts or cool combos. As soon as you see him, hold Down on the D-pad and press the START button to warp to a battle against Smoke

Secret Character: Jade Watch the "Battle Plan" that shows who your next opponent is in one-player mode. When you reach the opponent just before the "?" square on the battle plan, defeat that opponent using only the Kick button in the win-ning round. If you can do this, your next opponent will be the secret female ninja, Jade

### Power-Lin Codes

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off

Juice Mode—Tap any button 14 times, then hold A and B until the tip-off. Power Up Dunks-Tap any button ten times,

then hold Down and A until the tip-off Power-Up Fire-Tap any button seven times, then hold Down and Left until the tip-off.
Power-Up Turbo—Tap any button 1S times, then hold Up and B until the tip-off Secret Characters

Jamie Rivett: Enter the initials RJ, highlight the letter F. press Up. A and B to enter the last letter Sal DiVita: Enter the initials SD, highlight the

letter T. press Down and B to enter the last letter Mark Turmell: Enter the initials WI, highlight the letter M, press Left and B to enter the last

letter Air Dog: Enter the initials JA, highlight the letter T, press Up and B to enter the letter M. Chow Chow: Enter the initials AM, highlight the letter Q. press Down, A and B to enter the

letter X. Weasel: Enter the initials MA, highlight the letter U, press Up, START, A and B to enter

# NBA JAM TOURNAMENT EDITION

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off

Quick Hands-Left, Left, Left, Left, A, Right High Shots-Up, Down, Up, Down, Right, Up, A. A. A. A. Down

Slippery Court—A. A. A. A. A. Right, Right, Right, Right, Right Display Shot Percentage-Up, Up, Down, Down, B 

Left, Down, Up wer-Up Goaltending-Right, Up, Down, Right Down Un

Power-Up Dunks-Left, Right, A, B, B, A Power-Up Fire-Down, Right, Right, B. A. Left Max. Power-Right, Right, Left, Right, B, B. Rìght

Powerup Offense---A, B, Up, A, B, Up, Down Powerup Push-Down, Right, A, B, A, Right, Down Powerup Turbo-B, B, B, A, Down, Down, Up

Left Powerup Speed-Up four times, Left four

tímes, B. A.

### NEMESIS Power-Up Cheat

During the game, press START to pause, then press Up. Up. Down, Down, Left, Right, Left, Right, B. A. When you unpause, you will have all of the weapon power ups in the game. Note: This code works only once per stage.

# NUNHA BOY

To continue on the same stage after you lose your last life, just hold A and press START.



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### OPERATION C

At the title screen, press Up, Up, Up, Up, Down, Down, Down, Down, Left, Right, Right, Right, A, B, START. Stage Select

At the title screen, press Up, Up, Down, Down, Left Right, Left Right, B, A, B, A,

## POCAHONTAS

Stage 2—KPGXH4TB Stage 3—C M Q 2 B 6 R 1 Stage 4—JWDLF7KS Stage 5-T GNDX3V9 Stage 6-HFSBD2M6 Stage 7—QZJRL1W4 Stage 8-BPXCV7Z3

Cotors of the Wind-S D L F T 8 G 2 Stage 9-RWHJX9ZS Stage 10-M V N G B 4 C 6 Stage 11—K C Q T D 3 W 1 Stage 12—T B P R G 5 H B Stage 13—Q F C M X 2 B 9

Stage 14—V D H K S 6 L 7 Stage 15—B N J H Z 1 R 9

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While the words "Push Start" are flashing at

the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, A secret menu called "Popeye 2 Music Island" will appear. Use Up or Down and the A button to sample the game's music, or use Left or Right and B to hear any of the game's sound effects. The Round" setting is a limited stage select; press SELECT to change the number, then press START to begin at any of the following

00-Round 1-1 01—Round 1-2 02-Round 1-3

03-Round 1-4 04-Round 1-1 05—Round 2-2

06-Round 2-3 07-Round 2-4

At the title screen, press Right, Up. B. A Down, Up, B, Down, Up, B,

RAGING FIGHTER Character vs. Same Character
Each of the following codes should be en-

tered at the title screen Press Up. Up. Down, Down, Left, Right, Left, Right, B, B to play against the same character

(same color) in a one-player game. Press Up. Up. Down, Down, Left, Right, Left, Right, B, A to play against the same character (alternate color) in a one-player game.

# SAMURAI SHODOWN

To get three secret characters, press the SE-LECT button three times while Haohmaru is shown in the opening demo-

# SNOW BROS. JR

When the title screen appears, hold Left, Down, A and B simultaneously. Press START to become Invincible.

Select Stage
At the title screen, hold Up, SELECT and B. then press START. Choose any stage and press START to play.

# SPUD'S ADVENTURE

Enter "BANCHOLI" as your password. A "Man Select" menu will appear

Shortcut Through Hyperspace
If you're in trouble and can't wait for a to open up, hold SELECT and press Left to take a shortcut through hyperspace. You can only use this trick once in each leve Passwords

Planet Neural-0523.4 Planet Kalanda-1031.5 Planet Triskelion—2 3 0 7 . 6 Pallas X1 System—3 1 1 2 . 7 M-24 Alpha System-7 1 5 6 . 3

# STAR TREK: THE NEXT GENERATION

Enter the cheat code "OVERRIDE" at the pass-word screen. When Picard appears to send you on a mission, you can choose different as signments by pressing Up on the D-pad.

# SUPER MARIO LAND 2-6 GOLDEN COINS

Gate Zone: Hold Up and press SELECT at the title screen

Space Zone: Hold Up and A and press SELECT at the title screen Turtle Zone: Hold Up and B and press SELECT

at the title screen. Macro Zone: Hold Up, A and B and press SE-LECT at the title screen.

Easy Mode If you are having trouble in a particular area reset your game. When you enter the pipe room at the beginning of the game press SE-LECT. The words "Easy Mode" will appear in the top right corner of your screen. Pick the pipe that your game is saved on and you will enter the same area you are having trouble with. The only difference will be the number of enemies that will be chasing you. Once you have completed the difficult level, reset as to enter the normal mode of the game. When you restart your game you will begin on the

# 12: JUDGMENI DAY

next level

Give yourself enough time to complete Stage ree by slowing down the clock. Hold down SELECT while you are rewiring the circuit boards. Your time will run down at one tenth of the normal speed. When you finish with the first circuit board, release the SELECT button to move on to the next one.

# TECMO BOWL

Washington vs. Washington—S B 7 F B F A 3 Denver vs. Denver—CFBFF7A0 Indianapolis vs. Indianapolis—43AFFEAC Miami vs. Miami—4 6 A F F D A B Cleveland vs. Cleveland-49 AFFB A9 Los Angeles vs. Los Angeles-9 6 9 FD F A 5 San Francisco vs. San Francisco—9 C 3 F 7 F A 5 Dallas vs. Dallas—6 3 A E F F A S New York vs. New York-269DFFA1 Chicago vs. Chicago—6978FFAS Minnesota vs. Minnesota—A C 3 7 F F A 9

Invisible Team vs. Chicago-3 9 7 B F F A S Championship Game: San Francisco vs. Denver-1DAFF7A6 Championship Game: New Yourk vs. Miami-

24AFFDAD Championship Game: Seattle vs. Washing ton-937FBFA5

# EENAGE MUTANT NINJA TURTLES FALL OF THE FOOT CLAN

At the "Configuration" menu, press SELECT + A + B a new "?" option will appear. Choose it to play any of three different bonus games.

When your energy is very low, press START to pause the game, then press Up, Up, Down, Down, Left, Right, Left, Right, B, A; your energy will be refilled. Note: This code works only once per stage.

### TETRIS

# Start at Higher Levels

Hold Down on the D-pad while turning the Game Boy on and continue to hold it until the game starts. When you choose a starting level, you'll begin 10 levels higher than the one you chose.

# TETRIS ATTACK

Special Hard Mode Choose "1P" from the main menu and select a

"Vs. Com" game. Choose "New Game" at th next menu, then-when the difficulty select screen appears—hold Up + SELECT and press A to access "Special Hard" mode. Extra Puzzle Mode

Choose the "Password" option in Puzzle Mode and enter the password J 0 1 J 0 0 6 0 (those are zeroes, not the letter "O".) Now you're playing against a new set of creatures in "Extra Puzzle" mode.

Special Super Game Boy Borders you're playing the game with the Super Game Boy on your Super NES, you can chang the border by holding certain buttons at the title screen as follows:

Forest scene w/Yoshi---Hold Down and press A Caves and tower—Hold Left and press A Tree scene—Hold Up and press A Crazy cubes-Hold Down and press START

Cloud scene—Hold Laft and press START Moon with frame—Hold Up and press START

# TETRIS BLAST

At the title screen, press B five times, then press START: the "Fight 2" Mode option will appear. You'll fight against all of the bosses. Level Passwords

Stage 2—Z FFFJJJF Stage 3—B/M M L L K B Stage 4—X S D D G G D M Stage S-K CW GLLHK

Stage 6—VG.LJJDM Stage 7—K.TDGGMF Stage 8—XZSCDDKK Stage 9-DFMYLLDD Stage 10-Y G C P D D H L Stage 11—G V M Y L L C J Stage 12-V/3VDDGK

Stage 13—CJXTBBCF Stage 14—IL.YLKKL Stage 15—LXWTBMMB Stage 16—VSRPDCCH Stage 17—KBCDTFDF Stage 18-XDFGYKJF

Stage 19-FFCDTFCM Stage 20-TTGHPMJB Stage 21—DBVGYKGD Stage 22-. JRCRCKB

# Stage 23—CY/BPMHF TINY TOON ADVENTURES MONTANA'S MOVIE MADNESS

# Practice Bonus Games

At the main menu, hold Down and B and press START; a "Sub Game Select" menu will

# TINY TOON ADVENTURES: WACKY SPORTS

At the title screen, press Up, Up, Down Down, Left, Right, Left, Right, B. A; you'll hear a chime to confirm. Press the START button, then choose "Sports Festival" at the Game Mode Select screen. After the opening scene, an "Event Select" menu will appear, allowing you to practice any sporting event repeatedly.

# TRACK & FIELD

In the Hammer Throw event, release the ham mer when you reach maximum power and the toss is at an 80-degree angle. The hammer will fly up and a spaceship will come down. Frog

If you land a couple of yards short of the pit at the Triple Jump, a frog will come out of the hole in the runway Flowers

In Archery, If your arrow hits the ground between the 40 and 50-yard lines in the 70-yard shot, flowers will grow out of the ground.

Choose "NEW GAME" at the main menu and enter your name as follows:
• Enter the name "SNAKE" to compete

against Irwin B. Cheetin. Enter "REGRUB" and you'll face off against Jack Strop.

 Enter the name "APPLEII" to change some of the signs in the background to Apple II logos.

### TURRICAN Cheat Code

At the options screen, press A, B, B, A, B, A, A, B. A. A. B. A. A. B. A. A. then choose the "Cheat" option for infinite energy. (Your energy meter will go down, but you won't die when it runs out.)

# WARIO BLAST

Player To play as Wario, enter the password 2264. To play Bomberman, enter the password 4622. You will begin the game at Level 1-1, but you will already have earned all of the power-ups that can be found throughout the game.

### WARIO LAND: SUPER MARIO LAND 3 Change Game Star

Pause the game and press the SELECT button 16 times. A cursor will appear in the lower left corner. Hold A and B, then press Left or Right on the D-pad to move the cursor. Press Up or Down on the D-pad to change the game's stats to any numbers you wish

# WHO FRAMED ROGER RABBIT?

Scene 2: DLT3QYBY Scene 3: GPIDMSRC Scene 4: M M C F G W X J Scene St RGOTVK IP Scene 6: RTJBWN43

# WORLD HEROES 2 JET

When the Takara logo appears, press Right,

Left, A, B, and Up. Now you can play as the boss. 'Jet" Code

At the title screen, press Up, Up, SELECT, A. Down, Down, SELECT, B. Now the gameplay is twice as fast

# **Reader Art Gallery**











This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments— and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at TIPS & TRICKS HI Scores, 8484 Wilshire 8lvd., Suite 900, 8everly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in TIPS & TRICKS. Players—show this page to your local arcade owner/operator and spread the word!

# JUST FOR FUN

445 E. Palatine Road • Arlington Heights, IL 60004 • (847) 253-1464

GAME	HI SCORE	NAME
Blitz 99 tournament (singles)	1st place	Rob Weidner
Blitz 99 tournament (singles)	2nd place	P.J. Stallone
Blitz 99 tournament (singles)	3rd place	Mike Stallone
Blitz 99 tournament (singles)	4th place	Frank Doerscheln
Blitz 99 tournament (doubles)	1st place	Rob Weidner & Joe Katz
Blitz 99 tournament (doubles)	2nd place	Mike & P.J. Stallone
Godzilla (pinball)	733,577,050	Lyman F. Sheats
Area 51: Site 4	874,400	MAC
CarnEvil	1,433,050	NPN

# **FAMILY FUN ARCADE**

10363 Balboa Blvd. • Granada Hills, CA 91344 • (818) 360-0419

GAME	HI SCORE	NAME
Galaga	641,840	JP
Daytona USA (Advanced)	2:58'34	Jason Deheras
Time Crisis II	721,340	CAP
Top Skater	482,940	NIN
Top Skater	423,380	NIN
Top Skater	385,600	Jason Wilson
Street Fighter Alpha 2	21 wins	Jabari Bain
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U. P. ARCADES 301 N. Lincoln Road • Escanaba, MI 49829 • (906) 786-0200

GAME	HI SCORE	NAME
Gauntiet (Wizard)	60,138	ZEY
Cruis'n World (England)	1:40'96	DDD
Cruis'n World (France)	1:39'32	CLD
Cruis'n World (Africa)	1:34'90	KEV
Cruis'n World (Florida)	1:31'89	JON
Batman (pinball)	200,997,200	BAR
Area 51/Maximum Force Dual	101,050	JPM
Ehrgeiz (Cloud)	6:03'46	ELL
Tekken 3 (Ogre1)	2:23'70	ELL
Tekken 3 (Yoshimitsu)	2:30'11	AJG

# CAPCOM'S SUPER JUST GAMES SS7 Waukegan Road • Northbrook, IL 60062 • (847) SS9-8727

GAME	HI SCORE	NAME		
Time Crisis II	675,440	FLY		
Blitz 99 (most games won)	49 wins	D8A		
Blitz 99 (touchdowns)	10	Katz		
Blitz 99 (most sacks)	23	Satan! Grizly		
Blitz 99 (tackles)	29			
San Francisco Rush (extreme)	7:51'20	Racer.X		
The House of the Dead	66,062	DAN		
Tekken 3	7 wins	Ana Flores		
Tetris	998,041	Jason Wilson		

# **FUN-O-RAMA**

//95 W. Flagler St. #5 * Miami, FL 33144 * (305) 266-886/				
GAME	HI SCORE	NAME		
Time Crisis II	1,012,107	Hon and Yov		
Blitz 99 (winning percentage)	.928	J. Love		
Daytona USA 2 (Advanced)	3:14'00	MJV		
Fisherman's Bait	12 lbs. (bass)	Roly Barrios		
Medieval Madness (pinball)	105,327,250	RAN		
Galaga '88	1,771,740	Willie J.		
The Lost World: Jurassic Park	98.2%	Shadow/Peluca		
The House of the Dead	50,945	Daniel		
Street Fighter Alpha 3	41 wins	Robert Couto		
Killer Instinct (Jago)	163,750	Jason Wilson		

# GRAND PRIX RACE-O-RAMA 1501 NW First St. • Dania, FL 33004 • (954) 921-2416

Hyperdrive (Deep Space)         2:02'63           Hyperdrive (Orbital Speedway)         2:16'97           Hyperdrive (Mars Dragstrip)         1:59'88           Bass Fishing         21pds 8oz           Radikal Bikers (Margharita)         3:53'92           Arkanoid T.E.         1,337,030           Marvel vs. Capcom         12 wins	JOE Danny Rodriguez
Hyperdrive (Mars Dragstrip)         1:59'88           Bass Fishing         21pds 8oz           Radikal Bikers (Margharita)         3:53'92           Arkanoid T.E.         1,337,030	
Bass Fishing         21pds 8oz           Radikal Bikers (Margharita)         3:53'92           Arkanoid T.E.         1,337,030	
Radikal Bikers (Margharita) 3:53'92 Arkanoid T.E. 1,337,030	Nelson SantaMaria
Arkanoid T.E. 1,337,030	Angel Mateo
	Danny Rodriguez
Marvel vs. Capcom 12 wins	Steve Krogman
	Victor "Cody"
Ms. Pac-Man 837,500	

# **METROPOLIS**

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GAME	HI SCORE	NAME			
Marvel vs. Capcom	2,782,808	Bob Martin			
The House of the Dead	88,880	Kurdihana			
Street Fighter Alpha 3	2,562,100	Bob Tan			
Cruis'n USA (L.A. Freeway)	1:48'05	MAC			
Time Crisis II	793,970	AWS			
Rival Schools United by Fate	2,030,100	William Blackman			
Puzzle Fighter	492,218	Dennis Tiangco			
Street Fighter EX 2	1,584,900	Bob Tan			
Tekken 3	2:43'15	DLS			
Street Fighter III:2nd Impact	4,062,321	Bob Tan			





Game Products' Game Shark **Video Game Enhancers** 

Azure Dreams 80012D5C-FFFF + 80012D5E-05FF--Infinite

800834E0-FFFF-Infinite health in battle 800834D0-FFFF-Quick level up

# Command & Conquer **Red Alert: Retaliation**

D0010124-0000 + 8002A3D4-FFFF-Infinite funds for Allies D0010124-0000 + 8002A798-FFFF-Infinite funds for 5oviets

### Cardinal Syn

801EE69C-0001—1 round to win, Player 1 801EE6D4-0000-0 rounds won, Player 2 801E7B2A-0100-Enable Kahn 801E7B2E-0100-Enable Stygian

801E7B32-0100-Enable Redemptor 801E7B36-0100-Enable Juni 801E7B3A-0100-Enable Mongwan

801E7B3E-0100-Enable Vodu 801E7B42-0100-Enable Bimorphia 801E7B46-0100-Enable Moloch

# **Circuit Breakers**

800A6D0C-0001-Night time mode 800A6E28-0001---Race upside-down

# Future Cop: L.A.P.D.

8006BC78-2400-Infinite ammo 801FBF60-03E7—Red team 999 points in Precinct Assault

801FBF60-0000-Red team 0 points in Precinct Assault

801FBF64-03E7-Blue team 999 points in Precinct Assault 801FBF64-0000-Blue team 0 points in Precinct

Assault

# Heart of Darkness

800A02BC-FFFF + 800A02BE-FFFF + 800A02E0-FFFF + 800A02E2-FFFF + 800A0304-FFFF + 800A0306-FFFF + 800A0328-FFFF + 800A032A-FFFF-Open all

cinematics

# Kartia

D005CCF6-0001 + 800C4038-0063 + D005CCF6-0001 + 800C403A-2404—Quick level up in battle

8005C788-03E7-Infinite 5ilk Kartia 8005C78A-03E7-Infinite Mithril Kartia 8005C78C-03E7-Infinite World Tree Kartia

3005C87B-0063-Have Bamboo 5pears + 4 3005C880-0063-Have 5tone 5pears + 4 3005C885-0063—Have Unique Spears + 4 3005C88A-0063-Have Iron 5pears + 4

3005C88F-0063-Have Novel 5pears + 4

3005C894-0063-Have Long Spears + 4 3005C899-0063-Have 5ilver 5pears + 4 3005C89E-0063-Have Long Pike + 4

3005C8A3-0063-Have Royal 5pears + 4 3005C8A8-0063-Have Diamond 5pears + 4

3005C8AD-0063-Have Platinum 5pears + 4 3005C8B2-0063-Have Big 5pears + 4 3005C8B7-0063-Have Dream 5pears + 4

3005C8BC-0063-Have Vajura + 4 3005C8C1-0063—Have Pinaca + 4 3005C8C6-0063-Have Doll Crusher + 4

The Lost World: Jurassic Park

# **Special Edition**

D0009E10-0003 + 80015B3E-2400 + D0009E10-0004 + 80015B56-2400 + D0009E10-0005 + 80015B0E-2400 + D0009E10-0006 + 80015D5A-2400 + D0009F10-0007 + 80015R4F-2400-Infinite

# Madden NFL 99

8006A32E-0000-Home team scores 0 8006CDEE-0000-Away team scores 0 800616AC-0069—Away team is Tiburon team 800616AC-006A-Away team is EA 5ports team 800616AE-0069-Home team is Tiburon team 800616AE-006A—Home team is EA 5ports team

# Mega Man Legends

800C1B2C-423F + 800C1B2E-000F--Infinite Zenny 800B521E-00C4—Infinite health

# NEI Blitz

8017204A-0064-Infinite turbo, home team 8017206A-0064—Infinite turbo, away team 8017204A-0000-No turbo, home team 8017206A-0000-No turbo, away team 80099C14-0001—Huge head 80099BA0-0001-Big ball 80099BA4-0001-Hide receiver name

80099C10-0001-No first downs 80099BA8-0001-Rain

80099BB0-0001-Night game 80099C20-0001-Invisible

80099C50-0001—Headless 800998B4-0001—Team headless

# NFL GameDay 99

80108456-0000 + 801088F0-0000-Home team scores 0 80108458-0000 + 801088F4-0000-Away team

scores 0 3010F362-0001-8ig ball

3010F366-0001-Big hits

# Parasite Eve

800B8A30-FFFF---Maximum AT points 8009CFE8-FFFF- Quick level gain 800 C0E0C-0032-Maximum item slots

Spyro the Dragon

8007582C-0009—Infinite lives 80078B8C-0003—Infinite health

# TOCA Championship Racing

800B6D6C-0040-1 lap to win (Single Race mode) 800B68BC-0040—1 lap to win (Championship

300100B8-0009---Access all levels 300100B5-0001-Enable tank

300100C4-0001-Turn off collision detection

# **Turbo Prop Racing**

800E76FA-0101 + 800E76FC-0101 + 800E76FE-0101-Have all boats unlocked

# Nintendo 64

# Ali-Star Baseball 99

800E2C31-00B0-Infinite character creation points 810800CA-0000—Away team scores 0 810800CA-0032-Away team scores 50 81079772-0032-Home feam scores 50 D00ABFB7-0000 + 800ABFB7-0002-Walk on Ball 2

# **Bomberman Hero**

80165243-0009-Infinite lives 80165244-0004-Infinite health 8016523F-0003—Full bomb power 80165240-0008-Full fire power

### Forsaken 8008ED67-0012-Gore mode

8008ED6E-0012-Enable Battle mode + levels

# Gex 64: Enter the Gecko

800C56B7-0005—Infinite lives 800C56BB-0005—Infinite health

# Iggy's Reckin' Balls 800BDEA5-0005—Infinite credits 810D8EE0-0063—Always have 99 points

810C632E-FFFF-Extra characters

# Kobe Bryant in NBA Courtside

DE000400-0000-Must be on 813F4CA6-0000-Home team scores 0 813F1926-0000-Away team scores 0 803F4CA4-0009--Infinite time outs, home team 803F1924-0009-Infinite time outs, away team

# Mission: Impossible

810862B2-FFFF-Infinite health 800899C8-0001—Turbo Mode 800892A1-0005-8ig hands, head and feet

# Mystical Ninja Starring Goemon

8015C5E7-0028-Infinite health 8015C5EF-0009--Infinite lives 8115C5EA-270F-Infinite Ryo

# NASCAR 99

800438B3-0009 + D021FBAB-0000 + 8021FBAB-0008 + D022359B-0000 + 8022359B-0008-1 lap to race

# NEI Blitz

802ADF4F-0032—Home team scores 50 802ADF57-0032-Away team scores 50 812ADD98-42C8-Infinite turbo, home team 812ADD6C-42C8-Infinite turbo, away team 802997CB-0001—Huge head, Player 1 8029977B-0001-Headless team, Player 1 802997C7-0001-No first downs

80299777-0001-Night game 802997A3-0001-Weather: snow 8029976F-0001-Weather; rain

812AE044-0000 + 812AE046-0006--Player 1 is Jennifer Hedrick 812AE044-0000 + 812AE046-000B-Player 1 is

Demon 5hinnok 812AE044-0000 + 812AE046-000D-Player 1 is "Thug"

### Yoshi's Story DE000400-0032-Must be on

800F8DC3-0008-Infinite health, dark blue Yoshi 800F8DC7-0008—Infinite health, light blue Yoshi 800F8DCB-0008—Infinite health, pink Yoshi 800F8D8F-0008—Infinite health, yellow Yoshi 800F8DBB-0008---Infinite health, red Yoshi 800F8DB7-0008-Infinite health, green Yoshi 800F8DCF-0008-Infinite health, white Yoshi 800F8DD3-0008-Infinite health, black Yoshi

8 10

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fter months of legal entanglements. Enix's most unique game has arrived from Japan with a slight <mark>name change and translated songs. The team at 989</mark> Studios has kept the game true to its original stylinga, Between Parappa the

<mark>their hand</mark>s full. I'm <mark>here to help you </mark>understand the dance syatem as well a<mark>a</mark> how to master Comboa, Classified Solo Commands and the Jammer attack, This guide asaumes that you know the basics of Bust A Groove. This is a game that has a lot more depth than you might expect. So get down and get naaty—It'a time to face the music!

# About Avex Trax

avex Inc.

signboards and such In Japan, Avex Trax is a popular J-Pop (Japanese pop) music label.

J-Pop is very popular among young Japanese people. One of my favorite

groups, Every Little Thing, is published under the Avex label. If you have a Japanese music store in your area, see if there are any Avex artists that interest you.



Not all of our readers know about the truckloads of Japanese video games that are imported to the U.S. and sold in specialty shops or by mail order. In Japan, Bust A Groove is known as Bust A Move. The game we know here as Bust A Move is called Puzzle Bobble overseas. Confusing, wouldn't you say? The name isn't the only thing that was changed, either. Graphic changes were minimal, but the interface screens received a nice facelift. Some U.S. gaming no-nos were omitted. As you can see in the accompanying photos, both Hiro and Strike partake in some activ-

ities which Sony doesn't approve of, Strike's flask was changed to a can of soda while Hiro's cigarette was completely removed—hey, maybe it was herbal! Only a handful of the songs were translated or modified. Hamm's Japanese musical counterpart mentions Burger King; this line is gone in the U.S. version. Only Shorty and Capoeira had their respective lyrics translated (as best possible) to English. Shorty's theme's original title is "Warate Pon"; the U.S. version is "Shorty and the EZ-Mouse." Capoeira's theme, "Capoeira," is known in Japan as "The Rumored Capoeira." Every other tune (excluding Kitty-N's) appears just as it does in Japan. Kitty's skyrise stage had the largest change; not only did the lyrics become English, the background accompaniment

was changed to appeal more to the U.S. market. The tune's name also went from "Skyspring's Knife" to "Bust A Groove," thus becoming the game's main theme. Interestingly enough, if you choose "Instrumental" at the Sound Option screen, you'll be dancing to the Japanese instrumental equivalent. Apparently, no one ever re-recorded instrumental editions of the newfangled songs. Finally, some of the characters' official biographies were changed for the U.S. instruc-



Bust A Groove has four hidden characters and two costumes for each dancer. Here's a breakdown of what you need to know to earn each new dancer as well as the codes to select your dancer's costume.

# **Alternate Costumes**

To select a character's alternate costume in a one-player game, simply hold the SELECT button and press X at the character select screen. When you begin your game your dancer will be sporting his or her alternate costume. For instance, if you're Player One and select Kitty-N, her alternate costume will be a black cat suit.





# Columbo joins Shorty

Columbo is Shorty's stuffed animal come to life (courtesy of groove-tron energy). He will jump out of Shorty's pouch during gameplay if you successfully complete the final Level 7 command ( $\checkmark \leftrightarrow \uparrow \leftarrow \times$ ) with Shorty—provided your groove-tron meter is maxed out. You cannot control him at this time, but he will mimic every one of Shorty's moves, including her misses and solos. Read on to find out to control Columbo by himself!







# Flatten your opponent

If Hamm's Burger Jammer Attack connects twice in one match, his opponent will flatten like a character from Parappa the Rapper!









A miracle revival gives birth to a dancer who sets the stage on fire!

Formerly a car racer, Heat was once nearly burned in a car crash. Quitting the racing world, he is currently setting fire to dance floors. With his amazing dance steps, he's considered one of the hottest players in the dance scene. Powered by the outer space energy called groove-tron, he has the ability of a firestarter; hence his nickname, "Fireboy."

Hea	t !	70	ag	e
Ideal	Ban	ra f	Trela	r

ideal Bance Order 60 Turns, 3 Solos		
Start	0	
0	→ ()	
×	↑ ↑ O	
→×	↑ → ○	
↓×	<u> </u>	
1 ×	↑ ↓ ← → O	
→ → ○	<b>↓↓→←←○</b>	
<del></del>	<b>↓←→↑←×</b>	
→ → → O	Break	
Break	0	
0	→ ()	
→ 0	↑ ↑ O	
↑ ↑ O	↑ → ○	
↑ → ○	<b>↑↑↑</b>	
←→0	<b>↑↓←→</b> ○	
<del>+++</del>	<b>↓↓→←←○</b>	
→ ↑ → ○	↓←→↑←×	
Player 1 Solo 1	Break	
Player 1 Solo 2	0	
Player 2 Solo 1	→ ()	
Player 2 Solo 2	↑ ↑ ○	
Player 1 Solo 1	↑ → ○	
Player 1 Solo 2	<b>↑ ↑ ↑ ○</b>	
Player 1 Solo 3	↑↓←→O	
Player 1 Solo 4	<b>↓↓→←←</b> ○	
Player 2 Solo 1	↓←→↑←×	
Player 2 Solo 2	Break	
Player 2 Solo 3	<u> </u>	
Player 2 Solo 4	↑ → 🔿	
Player 1 Solo 1	<u>↑ ↑ ↑ ○</u>	
Player 1 Solo 2	<b>↑↓←→○</b>	
Player 2 Solo 1	↓↓→←←○	

Player 2 Solo 2

# Solo Low Level Combo

Ψ×
100/8
ΛΛ×
300/7
<b>↑→×</b>
500/9
→ <b>←</b> ×
700/9
Solo Mid Level Combo
<b>↑ ↑ ○</b>
300/9
<b>4 4</b> O
600/9
→ → → O
700/10
<b>+++</b> 0
1200/10
Classified
Combo
↑ ↓ ↑ <u>○</u>
500/10
↓ ↑ ↓ ×
1000/10
→←→○

2000/15

2500/15



Graphic artist by day, dancer by night; beauty is always a part of her life...

In the Japanese version, Frida is identified as a graffiti artist! She's an active girl who takes advantage of her height when performing synchronized steps. Frida likes to express her creativity and freedom either while painting or dancing. Enjoying her life, she is leading her own group. Additionally, her paintings are said to contain the energy of the groove-tron...and they move!

# Frida Stage

Ideal Dance Order 62 Turns, 2 Solos		
Start	0	
0	→ ()	
×	<b>↑ ↑ ○</b>	
→×	↑ → ○	
↓×	<u> </u>	
1 ×	↑ ↓ ← → O	
→ → O	<b>↓↓→←←</b> 0	
<del></del>	Player 1 Solo 1	
→ → → <u>()</u>	Player 1 Solo 2	
Break	Player 1 Solo 3	
0	Player 1 Solo 4	
→ ()	Player 2 Solo 1	
<b>↑ ↑ ○</b>	Player 2 Solo 2	
↑ → ○	Player 2 Solo 3	
← → ○	Player 2 Solo 4	
← ← ← ○	0	
→ ↑ → ○	→ ()	
Player 1 Solo 1	<u>↑ ↑ ○</u>	
Player 1 Solo 2	^ → ○	
Player 1 Solo 3	<u> </u>	
Player 1 Solo 4	<b>↑↓←→</b> ○	
Player 2 Solo 1	<b>↑ ↑ → ← ○</b>	
Player 2 Solo 2	↓←→↑←×	
Player 2 Solo 3	Break	
Player 2 Solo 4	→ ()	
0	<u>↑↑</u>	
<b>→</b> ○	↑ → ○	
110	<u>↑↑↑</u>	
↑ → ○	↑↓←→○	
<u>↑ ↑ ↑ ○</u>	↓↓→←←○	
^ ↓ ← → ○	<b>↓←→↑←×</b>	

**↓ ↓ → ← ← ○** 

 $\downarrow \leftarrow \rightarrow \uparrow \leftarrow \times$ 

Break

**Break** 

**↓↓→←←○** 

# Solo Low Level Combo

←×
100/8
$\rightarrow \rightarrow \times$
300/7
<b>↑→×</b>
500/9
← → ×
700/9
Solo Mid

Level combi
<b>↑ ↑</b> ○
300/9
→ ← ○
600/9
1110
700/10
↑ ↑ ↓ <u>○</u>
1200/10
Classified

Classified Combo
↑ ↓ ↑ ○
500/10
$\rightarrow \leftarrow \rightarrow \times$
1000/10
<b>↓←↑</b> ○
2000/15
$\uparrow \rightarrow \downarrow \times$
2500/15

101

# Capueira

To access Capoeira as selectable dancers. you must defeat the game in Easy or Normal mode, You may continue as many times as you like on your way to Robo-Z. After all the fanfare has ended, begin a new game. Highlight Heat and press Up to highlight Capoeira. Capoeira can be selected for any mode of play; their stage will appear in Versus mode. This secret can be saved onto a memory card.









# trike

A 21-year-old currently serving time in the state penitentiary.

Strike is identified in the Japanese version of the game as a member of a street gang. He is said to have "the coolness of steel," exhibiting a "lone wolf" atmosphere. "Freedom" is his favorite word, which is not surprising considering that he's behind bars. His nickname is "Notorious."

# Strike Stage

ieai Dance Order 47 Tems, 4 Solos **→** 0 **↑ ↑ ○** →×  $\uparrow \rightarrow 0$ 1× **↑ ↑ ↑ ○**  $\uparrow \downarrow \leftarrow \rightarrow \bigcirc$  $\rightarrow$   $\rightarrow$   $\bigcirc$ **↓ ↓ → ← ← ∪ ←** ← C  $\downarrow \leftarrow \rightarrow \uparrow \leftarrow \times$  $\downarrow \downarrow \downarrow \downarrow \times$ Break

Player 1 Solo 1 Player 1 Solo 2  $\rightarrow$  C Player 1 Solo 3 ተ ተ 🔾 Player 1 Solo 4  $\uparrow \rightarrow 0$ Player 2 Solo 1  $\uparrow$   $\uparrow$   $\uparrow$   $\Diamond$ Player 2 Solo 2  $\uparrow \downarrow \leftarrow \rightarrow \bigcirc$ ↓↓→←←○ Player 2 Solo 3 Player 2 Solo 4 Player 2 Solo 1 Player 1 Solo 1 Player 2 Solo 2 Player 1 Solo 2 Player 2 Solo 3 Player 2 Solo 1 Player 2 Solo 4 Player 2 Solo 2 Player 1 Solo 1 Player 1 Solo 1 Player 1 Solo 2 Player 1 Solo 2 Player 1 Solo 3



# Solo Low Level Combo

← × 100/8  $\rightarrow \times$ 300/7 <u>ተ ተ ×</u> 500/9  $\downarrow \rightarrow \times$ 

700/9 Solo Mid Level Combo  $\uparrow \downarrow 0$ 

> 300/9 > + O 600/9

 $\uparrow \downarrow \downarrow \downarrow$ 700/10 → ↑ ↑ ○

1200/10 Classified

Combo  $\uparrow \uparrow \leftarrow 0$ 

500/10  $\leftarrow \leftarrow \rightarrow \bigcirc$ 1000/10  $\rightarrow \leftarrow \leftarrow \land \cap$ 

2000/15  $\uparrow \downarrow \rightarrow \times$ 2500/15



The fat guy with the most impressive dance abilities.

Once a famous dancer, Hamm is a strange fellow who became a junk-food maniac. He took a job in a

hamburger shop in order to snarf beef and junk food more easily, and he is gaining more weight every day. His dance style mixes some of his old steps with more chaotic and sometimes comical moves. Hamm is said to be considering a diet with the help of the groove-tron. Last but not least: His nickname is "Fatman."

# Hamm Stage

**↑↓↑↓**(

Break

1110

^ → ○

**↑ ↑ ↑ ○** 

 $\uparrow \downarrow \leftarrow \rightarrow \bigcirc$ 

**↓↓→←←** 

**→** O

Ideal Cance Order 46 Turns, 2 Solos Stari Player 1 Solo 1 Player 1 Solo 2 Player 1 Solo 3 × → × Player 1 Solo 4 **↓**× Player 2 Solo 1 **Λ**× Player 2 Solo 2  $\rightarrow \rightarrow 0$ Player 2 Solo 3 ← ← 0 Player 2 Solo 4  $\rightarrow \rightarrow \rightarrow \bigcirc$ Break  $\rightarrow$ **↑ ↑ ○ →** ∩  $\uparrow \rightarrow 0$ **↑ ↑ ○**  $\uparrow \uparrow \uparrow 0$  $\uparrow \rightarrow 0$  $\uparrow \downarrow \leftarrow \rightarrow 0$ ← → ○ **↓↓→←←**0 4440 **↓↓→←←**0  $\rightarrow \uparrow \rightarrow 0$ Player 2 Solo 1

> Player 2 Solo 2 Player 2 Solo 3 Player 2 Solo 4 Player 1 Solo 1 Player 1 Solo 2 Player 1 Solo 3 Player 1 Solo 4 Finish

Solo Low Level Combo

 $\downarrow \downarrow \times$ 100/8 **↑ ↓ ×** 300/7

> <u>ተ ተ ×</u> 500/9

**↓ ↑ ×** 700/9

Solo Mid Level Combo

T T T O 300/9 4 1 1 O 600/9  $\wedge \downarrow \downarrow \bigcirc$ 

700/10 ተ ተ ተ 🔾

1200/10

Classified Combo  $\downarrow \rightarrow \uparrow \bigcirc$ 

> 500/10  $\uparrow \leftarrow \downarrow \times$

1000/10  $\uparrow \rightarrow \uparrow \uparrow \uparrow$ 

2000/15

**↓ ← ↓** ○ 2500/15





Player 1 Solo 2

Player 1 Solo 3

Player 1 Solo 4

Player 2 Solo 1 Player 2 Solo 2

Player 2 Solo 3

Player 2 Solo 4

**↑ ↑ ○** 

↑ → ○

ተ ተ ተ 🔾

**↓↓→←←**C

↓ ← → ↑ ← ×

To access Robo-Z as a selectable dancer, you must defeat the game in Hard mode. You may continue as many times as you like on your way to Robo-Z. As with Capoeira, begin a new game. Highlight Heat and press Up to highlight Robo-Z. Robo-Z can be selected for any mode of play; his stage will not appear in Versus mode. This secret can be saved onto a memory card.

# Kellu

unique tastes when the night comes...

By day, Kelly is a simple employee, an executive career woman. By night, she becomes a real queen of the dance floor, wearing a latex suit and going to any secret parties. Her sexy body and sensual moves quickly made her a favorite on the club scene, but Kelly is mainly worrying about the expensive loan she must pay back for her unique rubber suit. She is often called "Baby Suit."

# Solo Low

Kelly	Solo Low Level Combo	
ideal Da. 47 Turn:	<del>(-×</del>	
Start	Break	100/8
0	<u> </u>	++×
×	<u>→ ○</u>	300/7
↓×	↑→○	$\rightarrow \rightarrow \times$
Λ×	<u> </u>	500/9
→ → ○	<u>↑↓←→○</u>	← → X
<b>++</b> 0	<b>↓↓→←←○</b>	
$\downarrow$ $\downarrow$ $\downarrow$ $\times$	Player 2 Solo 1	700/9
Player 1 Solo 1	Player 2 Solo 2	

Player 2 Solo 3

Player 2 Solo 4 Player 1 Solo 1

Player 1 Solo 2

Player 1 Solo 3

Player 1 Solo 4

**→** C **1** 1 0

 $\uparrow \rightarrow 0$ 

ተ ተ ተ 🔾

 $\uparrow \downarrow \leftarrow \rightarrow \bigcirc$ 

**↓↓→←←○** 

**11++←**0

Solo Mid Level Combo

<b>← ← ○</b>
300/9
<b>→ →</b> ○
600/9
ተተተ
700/10
1110
1200/10

Classified Combo

	-	•	-	$\sim$	
	-1	00	/1	0	
	<b>→</b>	+	<b>←</b>	0	
	1	Ш	IJΈ	0	
7	→	€-	<b>→</b>	X	



# **Shorty**

# Age does not matter on the dance floor.

This young girl was born from a DJ father and a supermodel mother. Shorty is your average 12-year-old girl; she enjoys sweets, animals and video games. She also has a collection of old B-track tapes and Atari game cartridges! Her dance style is rather conservative and absolutely cute. Her nickname is "Cry Baby."

# Performing the Shorty

Stule to the letter!

Formerly a plush mouse, Columbo was actually given life by the energy of the groove-tron. This mouse is always willing to dance, imitating

Shorty's style. Many feel that Columbo's style is even cuter than his master's!

# Shorty Stage

Ideal Dance Order 72 Turns, 3 Solos		
Start	$\uparrow \downarrow \leftarrow \rightarrow \bigcirc$	
0	↓↓→←←○	
×	$\downarrow \leftarrow \rightarrow \uparrow \leftarrow \times$	
→ ×	Break	
↓×	0	
Λ×	→ ()	
→ → ○	<b>↑ ↑ ○</b>	
<b>← ← ○</b>	↑ → ○	
$\rightarrow \rightarrow \rightarrow \bigcirc$	<b>↑ ↑ ↑ ○</b>	
Break	↑ ↓ ← → <u></u>	
0	<b>↓↓→←←○</b>	
→ ()	Player 2 Solo 1	
<b>↑ ↑ </b>	Player 2 Solo 2	
↑ → <u>O</u>	Player 2 Solo 3	
<b>←→</b> ○	Player 2 Solo 4	
<b>+++</b> 0	Player 1 Solo 1	
→ ↑ → <u></u>	Player 1 Solo 2	
<u> </u>	Player 1 Solo 3	
Break	Player 1 Solo 4	
<b>→</b> ○	Player 2 Solo 1	
<b>↑↑</b>	Player 2 Solo 2	
↑ → <u>○</u>	Player 2 Solo 3	
ተ ተ ተ 🔾	Player 2 Solo 4	
↑↓←→ <u>○</u>	Player 1 Solo 1	
<b>↓↓→←←○</b>	Player 1 Solo 2	
Player 1 Solo 1	Player 1 Solo 3	
Player 1 Solo 2	Player 1 Solo 4	
Player 1 Solo 3	→ 0	
Player 1 Solo 4	<u>↑ ↑ ○</u>	
Player 2 Solo 1	↑ → ○	
Player 2 Solo 2	<u> </u>	
Player 2 Solo 3	↑↓←→○	
Player 2 Solo 4	↓↓→←←○	
0	<b>↓←→↑←×</b>	

Break

Finish

↓↓→←←○

→ ○

**个个** 

↑ → ○

ተተተር

# Solo Low

Level Lombi
×
100/8
→×
300/
Λ×
500/9
←×
700/9

# Solo Mid Level Combo

4 ○
300/9
←→○
600/9
↑ ↓ ○
700/10
<b>↓↓↑</b> ○
1200/10
Classifi <i>e</i> d Combo

1110
500/10
← → ↑ ×
1000/10
↑ ↑ ↓ ×
2000/15
↑ ↓ <del>←</del> → ○
0500/45

# **Bust A Groove**



To play as Shorty's pet Columbo, you must first unlock Capoeira and Robo-Z. Defeat the game using Shorty. Begin a new game, highlight Heat and press Up to highlight Columbo. Unlike the two previous secret characters, no difficulty setting is required, so you may set the game to Easy if you like. Columbo has no theme song or stage; he dances and attacks just like Shorty. This secret can be saved onto a memory card.

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<b>深</b> 多. " - 蒙多		
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	-	750
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	-	11
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IN FIRST SCHOOL SERVICE	-	-





The graceful heroic dancer from the '70s.

An Italian brought up in Japan, Hiro-kun is a real computer nerd. He spends all of his free time on the computer in his tiny, 30-year old apartment; Hiro only goes out on Saturday nights. It's then that he goes to clubs to enjoy himself, dancing all night long like a disco maniac from the '70s. Hiro-kun sends positive energy to the audience by performing steps that always end with a heroic pose. His nickname is "Dancing Hero".



A dance floor queen with a mysterious past...

Described as a "soul dancer," Pinky is actually identified as a stripper in the Japanese version of the game. She also works as a fortune teller; she claims to be an expert in the paranormal. Some suspect that she is actually a professional killer working for a supernatural organization. However, aside from the fact that she is good with tarot cards, little is known about her activities.

# Hiro Stage

ideal Dance Order 57 Yums, 3 Solus

Start	<b>↓←→↑←</b> ×
0	Break
×	0
→×	→ ○
↓×	<b>↑ ↑ ○</b>
Λ×	↑ → 🔾
<b>→ → ○</b>	ተተተ 🔾
<b>←←</b> ○	↑ ↓ ← → O
$\rightarrow \rightarrow \rightarrow \bigcirc$	<b>↓↓→←←</b> ○
Break	↓←→↑←×
0	Break
→ 0	Player 2 Solo 1
↑ ↑ ○	Player 2 Solo 2
↑→○	Player 2 Solo 3
←→0	Player 2 Solo 4
←←←○	Player 1 Solo 1
→ ↑ → <u></u>	Player 1 Solo 2
Player 1 Solo 1	Player 1 Solo 3
Player 1 Solo 2	Player 1 Solo 4
Player 1 Solo 3	0
Player 1 Solo 4	<b>→</b> ○
Player 2 Solo 1	1 1 O
Player 2 Solo 2	↑ → ○
Player 2 Solo 3	<u>ተተተ</u>
Player 2 Solo 4	↑↓←→ <b>○</b>
0	↓↓→←←○
→ ()	$V \leftarrow \rightarrow \uparrow \leftarrow \times$
Ť Ť O	Break
↑→○	<b>↓↓→←←○</b>
ተ ተ ተ 🔿	44->

Finish

 $\uparrow \downarrow \leftarrow \rightarrow \bigcirc$ 

104

**↓↓→←←○** 

# Solo Low Level Combo $\uparrow \rightarrow \times$

100/8	
<b>↓←</b> ×	
300/7	
← ↑ ×	
500/9	
→ ↓ ○	
700/9	ı
Solo Mid Level Combo	
	۱
<b>↓→↑○</b>	
<b>↓→↑○</b>	
↓ → ↑ ○ 300/9	
↓ → ↑ ○ 300/9 ↑ ← ↓ ○	
↓ → ↑ ○ 300/9 ↑ ← ↓ ○ 600/9	

300/9
<b>↑←↓○</b>
600/9
<b>↑←→○</b>
700/10
<b>↓→←○</b>
1200/10
C1

# Classified Combo → ↑ ↓ C 500/10

$\uparrow \leftarrow \rightarrow \times$	
1000/10	
$\leftarrow$	
2000/15	
THE REAL PROPERTY.	

2500/15

# Solo Low Level Combo Pinky Stage

62 Yurn	←×	
Start	Player 1 Solo 1	100/8
0	Player 1 Solo 2	
×	Player 2 Solo 1	<b>↓→</b> ×
→×	Player 2 Solo 2	300/7
<b>↓</b> ×	Player 1 Solo 1	<b>↑←×</b>
1 ×	Player 1 Solo 2	500/9
<b>→</b> → ○	Player 2 Solo 1	→←×
<b>← ←</b> ○	Player 2 Solo 2	
$\rightarrow \rightarrow \rightarrow \bigcirc$	0	700/9
Break	→ ○	
0	<b>↑↑○</b>	Solo Mid Level Com
→ ()	↑ → ○	
<b>↑ ↑ ○</b>	ተ ተ ተ 🔾	→ ↓ ○
↑ → ○	↑↓←→○	300/9
←→○	<b>↓↓→←←</b> 0	+→0
←←←○	<b>↓↓→←←</b> ○	600/9
$\rightarrow \uparrow \rightarrow \bigcirc$	Player 2 Solo 1	
1 1 1 V V O	Player 2 Solo 2	V ← ↑ ○
Break	Player 2 Solo 3	700/10
→ ()	Player 2 Solo 4	$\rightarrow \uparrow \downarrow 0$
1 1 O	Player 1 Solo 1	1200/10
↑ → ○	Player 1 Solo 2	
ተተተ 🔾	Player 1 Solo 3	Classifie: Combo
↑ ↓ ← → O	Player 1 Solo 4	
↓ ↓ → ← ← ○	0	↑ ← ↑ ○

→ C

110

 $\uparrow \rightarrow 0$ 

ተ ተ ተ 🔾

 $\uparrow \downarrow \leftarrow \rightarrow \bigcirc$ 

**↓↓→←←**○

1111

Player 1 Solo 1

Player 1 Solo 2

Player 1 Solo 3

Player 1 Solo 4

Player 2 Solo 1

Player 2 Solo 2

Player 2 Solo 3

Player 2 Solo 4

# 700/9 Solo Mid vel Combo

$\rightarrow \downarrow \bigcirc$
300/9
←→○
600/9
<b>↓←↑</b> ○
700/10
→ ↑ ↓ <u>○</u>
1200/10

# lassified Combo

•	•	•	0	
5	00	/1	0	
<b>→</b>	<b>←</b>	Ψ	0	
1	nnı	1/1	n	

 $\uparrow \downarrow \rightarrow \times$ 2000/15

 $\leftarrow \rightarrow \downarrow \times$ 

2500/15

# **Burger Dog**

To access Hamm's bud Burger Dog, you must first unlock Capoeira and Robo-2. Defeat the game using Hamm. Begin a new game, highlight Heat and press Up to find Burger Dog. Unlike the two previous secret characters, no difficulty setting is required so you may set the game to Easy if you like. Burger Dog has no theme song or stage; he dances and attacks just like Hamm. He can be saved onto a memory card.



# Dancing Tips

# · Level Sustem and Branch

Bust A Groove has a level-based branching command system. That is, certain commands and dance moves cannot be performed until you've attained a predetermined amount of groove-tron energy. The Groove gauge appears directly below your character's name. As you successfully complete consecutive commands, more challenging commands will appear. The highest level possible is 7. Once you've reached this taper point your dancer will be able to perform any dance step you wish. Note: You may jump to any command (excluding the final step) on any given level. So, theoretically, you could press X for the entire match. Of course, you won't score any real points this way. See the command chart.

As each level branches out, you can choose the higher level. In actuality, this isn't a level up, since you won't receive all the points or tron value of completing a full level. Where you go is your decision to make.

# Combus

Combos in Bust A Groove are successful consecutive dance strings. The on-screen combo indicator won't appear until you've scored a 3 Combo. After 3 it will register at 4. S. 6. 7 and 8 steps. These on-screen indicators will appear as "3 Combo!," "4 Combol," "5 Combol," "Cool," "Chillin!" and "Freeze!!", respectively. Each step will earn you more points and tron value. You will be rendered invulnerable for one measure when you "Freezel!". When you miss, a cer-tain value will be deducted from your Groove gauge. You'll know it's happened if you can't complete a command; if this is the case, you can press to perform the evade maneuver. This technique won't award you with any points, but you won't lose any either. Instead of taking the defensive you can also attack your opponent with the Jammer attack, if your opponent doesn't dodge the attack, you'll be rewarded and your opponent will lose groove energy. The last resort, which happens more often than not, is to perform a less difficult dance step. Pulling off the final Level 7 command is sometimes impossible; if you can't complete it, perform a simple command like ↓ + ×. You won't earn full points, but you'll be okay. You will have to continue from the step after the one you just performed. For example: You must perform  $\downarrow \leftarrow \rightarrow \uparrow \leftarrow \times$ . but instead you press ↓ ×. After ↓ ×, two options will appear: ↑ × and ↓ ↓ ○. Plan your commands. You have four beats to complete a dance step. The most commands any step will have is five directional commands and one button. You can plan it out, press the first two directions on beat one, press the next two on beat two, the last direction on beat three, then the button on beat four. Or you can bust the entire command out quickly, then rest until beat four. Remember that you can press the last direction commands simultaneously with the button like so: Command $-\downarrow$   $\downarrow$   $\rightarrow$   $\leftarrow$   $\leftarrow$   $\bigcirc$ 

# Beat 1 2 3 4 Commands 4 4 4 4 6 6 6



Gas-O Stage

ideal Dance Order 68 Tums, 2 Solos

106



You begin each match with two Jammer Attacks. They are displayed at the top left and right of lammer Attacks the screen in the form of smiley faces. Each time you use a Jammer, one smiley face will disappear. Pressing  $\triangle$  on the fourth beat instead of the button shown on the screen will result in an attack. The recipient of the attack can avoid the attack at the last second by pressing 🗆. You'll have a short amount of time in which to react if you are on the receiving end of the attack. If you avoid the attack, you'll continue on with your next step; if you take the hit, you'll be knocked down and miss the current turn as well as the one after. Jammers are essential to winning. The computer won't hesitate to use them. A high-risk command can turn the tide in your opponent's favor, so you must anticipate when they will begin a combo and stop them before they react with five or six consecu-

tive dance steps; you may lose the lead if you don't. On the same note, don't be predictable when using your Jammers. Try to attack at different times. It's all about keeping your opponents on their toes. Always be on the lookout. Aside from the visual indication of an upcoming Jammer, you'll also hear a sound before your opponent



demonstrate imposing dance skills, too!

At age eight he was obsessed with science fiction novels; now, at 15, he is a bonafide mad scientist. This weird boy is nevertheless quite good when performing hardcore

techno steps. In his homemade basement lab. Gas-O is secretly tinkering with dangerous chemicals in order to develop a poisonous gas with the help of the groove-tron energy.

# Solo Low $\rightarrow \times$

500/10  $\leftarrow \downarrow \rightarrow \times$ 1000/10  $\rightarrow$   $\downarrow$   $\leftarrow$   $\uparrow$   $\times$ 2000/15  $\downarrow \rightarrow \uparrow \leftarrow ($ 

2500/15

_	groove-tron energy.
	Solo Low Level Combo
_	→×
0	100/8
0	← → ×
1	300/7
3	Ψ↑×
4	500/9
1	↑ → ← ×
2	
3	700/9
4	C-1- MI-1
	Solo Mid Level Combo
_	<b>↑ ↓ ○</b>
-	300/9
-	→ ← → ○
-1	600/9
0	4140
×	700/10
-1	←→↑↓○
- 1	
- 1	1200/10
-	Classified
- 1	Combo ← ↓ → ↑ ○
_	
	500/10
<u>&lt;</u>	↑ ← ↓ → ×
_	1000/10
-1	$\rightarrow \psi \leftarrow \uparrow \times$
- 1	



the sound) and you'll be fine.

# ttu-//

The night club life of a live-action starlet...

attacks. Don't panic; just press the 
on the fourth beat (after

Since Kitty-N was cast in a popular action TV show, she has been considered a rising idol in the show-business scene. Her dance style is basically based on jazz; however, she also incorporates moves from her TV show's fight scenes. Her dream is to master the energy of the groove-tron in order to become a real super star. This starlet's nickname is "Costume Play Soldier."

# Kitty-N Stage

ideal Dance Order 64 Turns, 4 Solos			
Start	Break		
0	0		
×	→ ()		
→×	<b>↑↑ ○</b>		
Λ×	↑ → ○		
↑×	<b>↑ ↑ ↑ ○</b>		
→ → ○	↑↓←→ <u></u>		
← ← ○	<b>↓↓→←←</b> 0		
$\rightarrow \rightarrow \rightarrow \bigcirc$	<b>↓←→↑←×</b>		
Break	Break		
0	<b>↓↓→←←</b> ○		
→ ()	<b>↓↓→←←</b> 0		
↑ ↑ ○	Player 2 Solo 1		
↑ → ○	Player 2 Solo 2		
←→○	Player 2 Solo 3		
<b>←←←</b> ○	Player 2 Solo 4		
<b>→ ↑ → ○</b>	Player 1 Solo 1		
1 + 1 + O	Player 1 Solo 2		
Break	Player 1 Solo 3		
Player 1 Solo 1	Player 1 Solo 4		
Player 1 Solo 2	Player 2 Solo 1		
Player 1 Solo 3	Player 2 Solo 2		
Player 1 Solo 4	Player 2 Solo 3		
Player 2 Solo 1	Player 2 Solo 4		
Player 2 Solo 2	Player 1 Solo 1		
Player 2 Solo 3	Player 1 Solo 2		
Player 2 Solo 4	Player 1 Solo 3		
0	Player 1 Solo 4		
→ ○	Player 2 Solo 1		
<u>↑ ↑ ○</u>	Player 2 Solo 2		
↑ → ○	Player 1 Solo 1		
<u>↑ ↑ ↑ ○</u>	Player 1 Solo 2		
↑ ↓ ← → O	<b>↓↓→←←○</b>		
<b>↑ ↓ → ← ← ○</b>	$\downarrow \downarrow \rightarrow \leftarrow \leftarrow \bigcirc$		

**↓←→↑←×** 

Finish

# Solo Low Level Combo - V

_ ^ ^	
100/8	
<b>↑←</b> ×	
300/7	
→ <b>←</b> ×	
500/9	
← ↓ ×	

# 700/9 Solo Mid Level Combo

$\leftarrow \rightarrow \uparrow \times$	
300/9	
$\downarrow \leftarrow \rightarrow \times$	
600/9	
$\downarrow \rightarrow \uparrow \bigcirc$	Ī
700/10	
<b>↓↓↑○</b>	
1200/10	

# Classified Combo **4** → ○

500/10				
•	→	→	1	×
1000/10				
>	1	<b>←</b>	Ψ	×
2000/15				

 $\leftarrow \rightarrow \uparrow \leftarrow \downarrow$ 2500/15

	Start	Player 2 Solo 4
	0	0
	×	→ ()
	→×	↑ ↑ ○
	Ψ×	↑ → ○
	Λ×	<b>↑↑↑</b>
100	→ → ○	$\uparrow \downarrow \leftarrow \rightarrow \bigcirc$
	← ← ○	<b>↓↓→←←</b> ○
6	$\rightarrow \rightarrow \rightarrow \bigcirc$	↓↓→←←○
	Break	Player 2 Solo 1
0.00	0	Player 2 Solo 2
- 65	→ ○	Player 2 Solo 3
Day.	↑ ↑ ○	Player 2 Solo 4
	↑ → ○	Player 1 Solo 1
	←→○	Player 1 Solo 2
mad 18	←←←○	Player 1 Solo 3
$\sigma$	→ ↑ → ○	Player 1 Solo 4
10	↑ ↓ ↑ ↓ ○	0
P-	Break	→ ()
	0	<b>↑↑</b> ○
	→ ○	↑ → ○
	↑ ↑ ○	ተተተ 🔾
	↑ → ○	↑ ↓ ← → O
	<b>↑↑↑</b>	<b>↓↓→←←</b> ○
915	↑↓←→○	<b>↓←→↑←</b> ×
	<b>↓↓→←←</b> ○	Break
	↓←→↑←×	0
100	Break	→ ()
677	<b>↑ ↑ ○</b>	↑ ↑ ○
	↑ → ○	↑ → ○
	<u> </u>	<b>↑↑↑</b>
1576	↑ ↓ ← → O	↑↓←→○
1 100	↓↓→←←0	<b>↑↓→←←</b> ○
No.	Player 1 Solo 1	•
	Player 1 Solo 2	Break
100	Player 1 Solo 3	↑ → ○
	Player 1 Solo 4	<u> </u>
	Player 2 Solo 1	$\uparrow \downarrow \leftarrow \rightarrow \bigcirc$
	Player 2 Solo 2	↓↓→←←○
	Player 2 Solo 3	Finish

# Character moves

Each stage may seem alike, but there are differences involving when the solos appear, how many turns you have and when the song ends. The next pages will give you a rundown of how to score high and get the best combos. You'll notice that some stages have different on-screen commands than the ones I've listed. Use our guide, you won't go wrong. We have listed when the solo commands appear and how many you must complete each time. This will help you decide when to avoid jammer attacks or when you'd like to use one.

Each stage in Bust A Groove has at least two solo sections in which you and your opponent dance alone. Most of the stage will consist of head-tohead battles, but you will be given a chance to show your moves. During a solo you will perform two dance moves or four; never one or three. The solo section has three tiers of difficulty. Two of these tiers appear on-screen during a solo. The last dance step is Classified. We've listed the secret commands for each character. You can still perform the Classified command even though the first dance sten won't appear on-screen. For example when Strike goes into a solo, you can either press ← × or ↑ ↓ ○ as your first step. What you won't see is the Classified dance step. Pressing ↑ ↑ ← ○

as your first step will take you to a different dance set. Unlike the Command Chart, solo commands do not branch; that is, when you've committed to a solo dance step, you will have to complete the set with its preceding steps. You cannot press ← × and then follow that step with  $\leftarrow \leftarrow \rightarrow \bigcirc$ . It is important to choose a Mid or Classified set. If your opponent chooses Mid or Classified, they will win an evenlymatched battle. If both you and your opponent perform flawlessly throughout a match, but you

chose the easy Low Solo set and your opponent

have the upper hand. Note: You cannot attack or

chose the Mid or Classified set, your opponent will

Sala Commands

# Level Stuff

Each stage in Bust A Groove has anywhere from one to three unusual events that can take place. These secret occurrences happen when you do really well. Normally, the first event will occur after your second Freeze/ Level Up. Some events can only take place after the first event; others occur in lieu of a preceding event. In Capoeira's stage, the spinning Alien Spotlight will be the first telltale marker that you're doing well. If you do exceedingly well, the shades on the Capoeira ship will slide down, reveal-

Frida

**First Event** 

Drizzle

Hiro

First Event

Second Event

changes

Lighted floor pattern

ing clouds. If you pull out all the stops (not missing steps, using Classified Solos and multiple combos) the shades will slide down to reveal the Earth and moon instead of the usual cloud formations. This is an example of where you'll see only one event or the other, not both. In Strike's stage, it's not unlikely to gather an inmate audience, change the lighting to green, then change it to red again. As with any game, don't expect these rewards to happen your first couple of times. It's all about timing.

be attacked while in solo mode.

# Heat

First Event Window panes shatter

Second Event Second Event Second set of windows break House flies off



First Step Candy pieces fill the stage

Second Step Coco Chip Snowman exits booth and dances along: more candy flies out

First Step

Alien spotlights



Spotlight circles dancers

Second Step Clouds or space

# Kelly



Stage turns more pink

Second Event Colors change, wall spins

# Pinky



Pyramid begins to grow



Second Event Lights darken, pyramid opens



**First Event** Burger Dog runs back and forth behind the counter



Second Step Hamburger dances, Burger Dog jumps around



First Event Fan begins to move



Second Event Tank begins to dance, fan spins faster

# Strike



First Event



Second Event Green lighting



Third Event Red lighting

# Kitty-N



First Event Laser lights appear



Lights dim





First Step Cars pile up near intersection



Second Step New cars run into parked cars and Robo-7

# **Bust A Groove**

100 · 4.5

	4 Combo
Combo	↑→0
110	1200 • 6

900 • 6

600 • 5

-		
	5 Combo	ı
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	2000 • 9.5	M
К	←→0	/
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X	←→×	/
	1200 • 7	M
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	7 Combo	8 Combo
6 Combo	11+++0	↓ ← → ↑ ←×
↑↓←→0	6600 • 17	8757 • 20
5000 • 12	↓↑↓↑O	<b>←←↑→→○</b>
+++0	6000 • 13.5	7700 • 20
4500 • 12	→ ↑ → O	↑↓↑↓○
1110	5400 • 13.5	7700 • 20
3000 • 12	V ↑ V O	+++0
↓ →×	4200 • 13.5	7000 • 15
1500 • 8	+++×	↑↓↑×
→→0	2400 • 13.5	4900 • 15
1000 • 8	++0	→ → → O
→→×	1800 • 9	3500 • 15
500 • 4	11×	↑→×
	1200 • 4.5	2100 • 5



# Enigmatic dancers coming from a faraway planet...

200 • 2

These aliens claim that they came to Earth to show how to use the energy of the groove-tron peacefully. However, they do have a hidden agenda: Their true goal is to collect signboards! Their dance style is inspired by the Brazilian fighting technique from which they took their name. Their sense of rhythm and combinations quickly earned them a place of honor among the hottest dancers on the scene.

# Solo Low Level Combo

# Capoeira Stage

deal Dance Order 56 Turns, 3 Solos

1117660

STEEL	A A 3 C C C
0	Player 2 Solo 1
×	Player 2 Solo 2
→×	Player 2 Solo 3
↓×	Player 2 Solo 4
1×	Player 1 Solo 1
<b>→ →</b> ○	Player 1 Solo 2
←←○	Player 1 Solo 3
$\rightarrow \rightarrow \rightarrow \bigcirc$	Player 1 Solo 4
Break	Player 2 Solo 1
0	Player 2 Solo 2
→ ()	Player 1 Solo 1
<b>↑ ↑ ○</b>	Player 1 Solo 2
↑ → ○	0
←→○	→ ○
<b>←←←</b> ○	<b>↑ ↑ ○</b>
→ ↑ → O	↑ → ○
Player 1 Solo 1	ተ ተ ተ 🔾
Player 1 Solo 2	↑↓←→ <b>○</b>
Player 1 Solo 3	<b>↓↓→←←○</b>
Player 1 Solo 4	$\downarrow \leftarrow \rightarrow \uparrow \leftarrow \times$
Player 2 Solo 1	Break
Player 2 Solo 2	0
Player 2 Solo 3	→ ○
Player 2 Solo 4	↑ ↑ ○
0	↑ → ○
→ ○	<b>↑ ↑ ↑ ○</b>
<u>↑ ↑ ○</u>	$\uparrow \downarrow \leftarrow \rightarrow \bigcirc$
<b>↑ →</b> ○	$\downarrow \downarrow \rightarrow \leftarrow \leftarrow \bigcirc$

Finish

Λ×
100/8
→ <b>←</b> ×
300/7
↑↓×
500/9
↓ ↑ ↓ ×
700/9

# Solo N $\leftarrow \rightarrow$

300 **↑ ↓ 1** 600  $\downarrow \leftarrow \downarrow$ 

700/

1200/10

Classifi*e*d Combo

 $\rightarrow \uparrow \rightarrow \times$ 

500/10

 $\vdash \downarrow \leftarrow \uparrow \times$ 

1000/10

 $\rightarrow \uparrow \rightarrow \leftarrow ($ 

2000/15

 $\downarrow \uparrow \leftarrow \downarrow \bigcirc$ 

2500/15

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# Robo-7

with human-like moves...

While attempting to use the energy of the groove-tron for nefarious goals, the cult group "Secret X" and its scientists created this giant robot. For a robot of this size, it is quite surprising to see how human-like its moves can be. Robo-Z's dance style is inspired by the traditional Japanese Buyo dance, though his moves are quite speedy. His (really obvious) nickname is "The Evil Giant Robot."

KUDU-Z Stage		
Ideal Dance Order 64 Turns, 6 Solos		
0		
→0		
↑ ↑ O		
↑ → ○		
<b>↑ ↑ ↑ ○</b>		
<b>↑↓←→</b> ○		
↓↓→←←○		
Player 2 Solo 1		
Player 2 Solo 2		
Player 1 Solo 1		
Player 1 Solo 2		
Player 2 Solo 1		
Player 2 Solo 2		
Player 1 Solo 1		
Player 1 Solo 2		
0		
→ ()		
↑ ↑ ○		

 $\uparrow \rightarrow 0$ 

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 $\uparrow \downarrow \leftarrow \rightarrow \bigcirc$ 

Player 1 Solo 4

Player 2 Solo 1

Player 2 Solo 2

Player 2 Solo 3

Player 1 Solo 1 **↓ ↓ → ← ← ○** Player 1 Solo 2  $\downarrow \downarrow \rightarrow \leftarrow \leftarrow \bigcirc$ Player 2 Solo 1 Player 1 Solo 1 Player 2 Solo 2 Player 1 Solo 2 Player 1 Solo 3

Player 1 Solo 2

Player 2 Solo 1

Player 2 Solo 2

个个〇  $\uparrow \rightarrow 0$  $\uparrow \uparrow \uparrow \bigcirc$  $\uparrow \downarrow \leftarrow \rightarrow \bigcirc$ ↓ ↓ → ← ← C

Break

→0

Player 2 Solo 4 ↓↓→←←○ ↓ ← → ↑ ← × ↓↓→←←(

# Salo Low Level Combo

← → X
100/8
1 1 1 ×
300/7
↑ ↓↑×
500/9

# 700/9 Solo Mid Level Combo

 $\rightarrow \leftarrow \leftarrow \bigcirc$ 

↑ ↓ ↑ ○
300/9
→ → ↑ ○
600/9
→ ↑ → ○
700/10
$\leftarrow \rightarrow \leftarrow \rightarrow \bigcirc$
1200/10

# Classified Combo

ተ	1	4	→	0
	50	10/	10	
ተ	4	T	<b>→</b>	0

1000/10 **4 1 4 1** 

2000/15

**↓↓→←←** ○ 2500/15

108

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**↑ ↓ ← → ○** 















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# <del>-</del> 1996 --

**BACK ISSUES** 

March - Samurai Shodown III: Revolution X, Earthworm Jim 2, Loaded. Virtua Cop, Virtua Fighter 2

April - Ultimate Mortal Kombat 3: Final Fight 3, Ridge Racer Revolution Spot Goes to Hollywood, Battle Arena Toshinden 2, Skeleton Warriors May - Killer Instinct 2: Acile Warrior F-111X, Albine Racer, Night Warriors Oonkey Kong Country 2, Oarius Gaiden, Pocahontas, Assault Rigs, Johnny

Bazookatone June - Area 51: Soul Edge, Panzer Oragoon Zwei, Fighting Vipers, Alien Trilogy, Baku Baku Animal, Dungeons & Oragons: Shadow Over Mystara July - Street Fighter Alpha 2: Guardian Herces, Super Mario RPG. Resident Evil, Kirby's Block Ball

August - Special Arcade Issue: Manx TT Superbike, Street Fighter Alpha 2, Metal Slug, Soul Edge, Sonic the Fighters, Area 51, International Track & Field, Golden Axe: The Ouel, X-Perts

October - NiGHTS, Super Mario 64 (part 1), Tekken 2

November - Star Gladiator: Super Mario 64 (part 2), Super Puzzle Fighter Il Turbo, Ninia Master's

December - The King of Fighters '96: Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

# **——** 1997—

January · X-Men vs. Street Fighter: Tomb Raider, Wave Race 64, Kizuna Encounter

February - Virtua Fighter 3: Sonic 3D Blast, Persona

March - Mario Kart 64: Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV—Plus FREE Mario Kart 64 Pinuos April - Turok: Dinosaur Hunter (part 1): Spider, Norse by Norsewest.

Crime Wave, Crypt Killer, Rabbit Punch-Plus FREE Soul Blade Pinup May - Real Bout: Fatal Fury Special: Killer Instinct Gold, Turok: Oinosau

Hunter (part 2), Ole Hard Arcade, Vandal Hearts-Plus FREE Mortal Kombat Trilogy Tips Poster

June - Street Fighter III: Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour-Plus FREE Rampage World Tour

July - Tekken 3: Super GT, Broken Helix, War Gods-Plus FREE Kerri Hoskins War Gods Pinup

August SOLD OUT! House of the Dead: Star Fox 64, Ace Combat 2,

Vampire Savior-Plus FREE House of the Oead Pinup

October - Castlevania Symphony of the Night: Time Crisis, Felony 11-79

Multi Racing Championship, Oddworld: Abe's Oddyssey, Ghost in the Shell, Tekken 3 (part 2), IQ: Intelligent Qube-Plus FREE Removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

December - Diddy Kong Racing: MOK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (part 2), The King of Fighters 197, Mortal Kombat Mythologies: Sub-Zero, Resident Evil Oirector's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

# <del>----- 1998 -----</del>

February - Bloody Roar: NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)-Plus FREE Sonic R Pinup



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OUT



e little Lega-looking Servebots from Mega Man Legends? In Japan, Capcom sells lots of cool Mega Man piggy-bank.

Here's a little transparent Servebot keychain and a fully-poseable

Hello. How are you today? I am fine. Let us take a look at the many wonder-ful things we have this month. That is all. Have a nice day. Goodbye!

Zone

Japan's oldest anime hero, Astro 80y, is having a resurgence of sorts among toy collectors. This Astro 8oy figure comes in a protec-tive case. There are several differ-

ent pos available, too.

This Sonic accessory dish (okay, ashtray for you older gamers!) was available at the

> Tokyo Game Show A perfect gift for the nervous sort (Jim) waiting for Sonic Adventure to arrive

Here's the best toy we found in Japan: the Dancing Parappa doll! The doll is made by Bandai and even has a woven fabric cap. It dances to any loud noise and it will play the Parappa theme song, ending

with "I gotta believe!" The box says "Super Hi-Tech Plush Doll". Well, it's not that high-tech but it sure is a cool collector's item!

OPER HISTOR PLUSE DOWN

arappa keychains! Collect the whole gang (from left to right): Katy Kat, Sunny Funny, Parappa, Chop Chop Master Dnion and PJ Berri. Each character is crafted differently in his or her own unique materials. Hurry—run, don't walk to your local import store and demand th

This clear blue Dual Shock controller is available at some import stores in several different colors. We're hoping that Sony will eventually release these colored Dual Shock controllers out here soon!



Sick of virtual pets? With the Pepsi Man Power-Gym, Pepsi Man does all the work himself. Watch him train all day! He'll jog, do push-ups, sit-ups, take showers, eat dinner, read books and even go to the bathroom! Michael Jordan doesn't even train this hard!

Every Christmas, there's that "one toy" which causes the entire nation to go bonkers. Well, in 1998, the insanity award went to none other than Tiger's Furby. These little Gizmo-looking things have their own personalities. They have a 200-word vocabu-

lary and can continually learn new phrases and games. At first, Furby will only speak in "Furbish", but it'll learn more English as it hangs out with humans. Each Furby comes with an English-turbish dictionary so you can speak to it in its own language. Furbies can also speak and learn from other Furbies. Be careful, however, sometimes a Furby can even give another Furby a nasty cold! Like the Tickle-Me Elmo sensation, Furbies have gone from thirty

bucks to close to a couple of hundred dollars a pop! It's pure madness, I tell you!



If you thought Nintendo's R.D.8. was cool back in 1985, then you're in for a treat. R.A.D. is one of the coolest goodies we've seen in the T&T offices. He stands about two feet tall with moving arms and torso; he gets by with dual-action treads. Through the use of radio control he can speak, open and close his arms, pick things up and-get this-fire some wicked missiles! Chris is debating whether to let some of the staff go, since R.A.D. can layout pages, edit text and deliver copy. Find him at Toys R Us for about 100 bones. His battery and charger will run you \$24.99.





Seen here, R.A.D. takes quite a liking to R.D.B. We had to pry the little buggers apart.



Here we see R.A.D. trading a T&T magazine for a ride up Sunset Blvd. "Thank you, come again!"



and head to the Symbolic Motor Car Company. (He loves cars.)



traded this city worker a copy of TIPS & TRICKS for the negatives.



Dne way to look really angry when you go to school is to ne in with a Rival Schools lunch box. Capcom also gave us a Rival Schools yo-yo. It barely worked, but hey, we'll take any video-game related goods!



Bomberman marble shooter is the bomb! There are several different Bomberman varieties that you can collect. The trigger in the

We finally got our hands on one of these beauties: the Pikachu Game Boy Printer. It's pretty much the same as the standard printer, but wow! The yellow color and the Monster Ball button are just ton cool!





We continue our

With Takara's new Micro-(called Micromen in Japan) headed for a Japanese

release in March, we figure now is the perfect time to fill you in on the story behind these little buggers. Back in the mid '70s, an action figure line-Micromen-was all the rage in Japan. The American toy company, Mego, rec-

released the line in the U.S. under the name Micronauts. These 3%-inch figures were extra cool since they had tiny pegs and holes which allowed for complete interchangability of weapons and accessorieskinda like Lego meets action figures! In any case, Micronauts were awesome, but eventually Mego filed for Chapter 11. Jim can't wait for the release of the PlayStation game so he can relive all the joyous glory of his tearful







get mad anymore, just get even! This voodoo doll has the face of David Perry, head of Shiny Entertainment; it was sent to us as a promo

tional gimmick to co-incide with the ever-delayed release of Wild 9 for the PlayStation. With Perry's Mes-

siah being pushed back to 2nd quarter '99, this doll is gonna ne in handy. Sorry about Quit Ver Cryin', Fer Cr

ognized the potential and childhood!



**♦ To celebrate its launch,** tons of Dreamcast

etuff was available at the Fall '98 Tokyo Game Show. Shown here is a "crying guy" laminated folder (you may remember him

from the Dreamcast commercial in Japan), a Dreamcast calculator (opened and closed) and Dreamcast tissues. We honestly hope all the crying will be over when the Dreamcast launches here so we can put the tissues away!



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Chatanuoya, TN 37414



# by Anatole Brown

he Tokyo Game Show was held between October 9th and 11th at the Tokyo Convention Center (a.k.a. the "Makuhari Messe"). It's an important event for everyone involved; the software companies get to introduce their new products, while the fans get to experience the new

games first-hand. The three-day attendance total was a whopping 1S6,455 people. The first day was reserved for the press, but the second and third days were open to the general public for a mere \$8 to \$10 per ticket. On the morning of the 10th, a national holiday, there was a line of 38,000 people stretching from the show entrance all the way to the nearest train station.

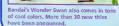


Game Boys were everywhere as folks linked up to battle or trade Pokemon while they waited for the doors to open.









Three new machines were introduced at the show: the Neo•Geo Pocket, 8andai's Wonder Swan and the much-anticipated Dreamcast by Sega.





Everyone couldn't wait to check out Virtua Fighter 3tb on the Dreamcast. Post-show polls indicated that the majority of people came to see Sega's new machine

big buzz of the weekend, there were also many upcoming sequels to old favorites on display.



Namco's was the most rockin' booth. Techno music and disco lights shook the floor as people raced Ridge Racer Type 4 at top speeds.



sweet home conversion of Street Fighter Alpha 3 for the playStation. It also announced that the game will utilize the Pocket Station!

Everyone stopped in their tracks as a never-before-seen Final Fantasy VIII video was shown on a big screen by Squaresoft. The jaw-dropping video had everyone captivated and wanting more! TOUP NEW CONF

A lot of booths had their own videogame tournaments, but the most serious one was Capcom's Street Fighter Alpha 3 tournament. A total of 150

players came from all over Japan after winning their respective local tournaments. The final winner of the Tokyo Game Show tournament came to the U.S. and battled the best of the best American players in a Capcom/Tips & TRICKS sponsored event. Check next month's issue to see

January 1999

TIPS & TRICKS



An entire section of the show was dedicated to game-related merchandise. People lined up for hours just to buy a Tekken T-shirt or an R.P.D. jacket.

Capcom





All right, you're a real freak if you bought this Chun-Li outfit.



Unfortunately, these stuffed Capcom dolls weren't for sale (sniff)

Shoppang.



The Namco shop had these killer Xevious and Pac-Man cell phones. Too bad they don't work here in the U.S.I







Other things displayed were Kamen Rider (Masked Rider) figures, Ultraman dolls and Darth Vader's light saber!







in a single-elimination

hattle





up by playing against Chun-Lil

Nervousness and heartbreak greeted players as they approached the tail end of their long road to the U.S.



The Tokyo **Game Show** is for the video-game fanatic. Tons of characters

# made appearances and posed for photos



Japan Report

from the candy was there to promote his first video game

The super gun-loaded Vigilante 8 school bus was esent-though it was idle (fortunately).



There were plenty of models to be seen, including the Ridge Racer girls!





harassing all the showgoers.

Our home away from home, the Doraemon Room had a playable Doraemon 2 and the blue cat's new Game Boy game.

Street Fighter fans had the opportunity to have a photo session with all the





People attending the show got into it, too. Check out this dude dressed up as Ash from Pokemon, and the two Tekken girls as Julia Chan and Ling Xiaoyu!

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the 1998 Formula 1 World Championship season including McLaren and Ferrari • Multi-player mode: 1-4 player (split screen



and link cable) with 10 cars on the track • New racing simulation engine with a representative physics model • All new features include G-force driver head movements, animated pit stops, race replays, and more.



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